# ULTRAMODERN FIREARMS



BY CHARLES RYAN

REQUIRES THE USE OF D20 MODERN
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# Foreword

I am not an expert on guns, and that's exactly why, back in 1993, I wrote the original version of this book. Over the years, a number of gun books for gamers have come along, and most have found a place on my shelf and a good bit of use in my games. But in every case there have been a number of problems. Most of these books seem to devote a lot of space to interesting but obscure prototypes at the expense of much more common and useful weapons. Every single one is poorly organized, requiring a lot of page turning to find a given entry. Many are burdened with overwhelming volumes of numbers, meaningless to all but the most accomplished gun enthusiast. And all are under-illustrated, or very poorly illustrated. Even those books that stick to photographs (and I am not just referring to game books—this is true even of "mainstream" weapons encyclopedias) are filled with dark, blurry images, often photographs of photographs of photographs. I found that a weapon I couldn't visualize rarely if ever showed up in my games.

These are a few of the issues I wanted to address when I started work on *Ultramodern Firearms*. As the book progressed, however, I began to see other ways I could make it more useful to the typical gamer (myself included!). For instance, as I researched the various weapons, I noticed a number of features—some common, others found only on a rare few weapons—that gamers would probably like to know about. In a conventionally-organized book, the only way to get an overview of these features is to read and remember every entry. I know I don't want to read the descriptions of seventy different weapons just to outfit a character with the ideal sidearm. So I came up with the Features Index, a fairly comprehensive listing of the features found on every weapon covered in the book. I hated the way most gun books were so densely packed with text and numbers that everything seemed buried, so I gave the book an open, easy to digest layout. Most gun books list guns organized by country of manufacture (a system carried over from real-world gun references), but I found that listing them alphabetically made look-ups much easier.

The original *Ultramodern Firearms* was a supplement for the *Millennium's End* game system (no longer in print). *Millennium's End* had a pretty limited circulation (especially compared to the d20 system), but *Ultramodern Firearms* was a breakout product, selling thousands more copies than any other supplement and perhaps even more than the core game book. Over the years, many people have told me how useful they've found the book, and even other game designers—developers for many well-known roleplaying game systems—have told me about the essential role *Ultramodern Firearms* has filled in their reference library. As a designer at Wizards of the Coast working on the *d20 Modern Roleplaying Game*, I quickly discovered that several of the other members of the design team had copies on their shelves—and they were using them. Apparently I wasn't the only one to find this approach to a gaming gun book useful!

Updating the book and retooling it for the *d20 Modern Roleplaying Game* seemed like a no-brainer. It hasn't been as simple as throwing a few new entries and game stats into the existing text, however. The d20 system has a much greater range of features than the game for which this book was originally written, and this new edition contains a wealth of new text, as special weapon features translate into d20 mechanics. Hopefully, this edition retains its appeal as a general resource, and with its introduction into the d20 realm, thousands of new gamers will find it as useful as I have.

Charles Ryan

## Ultramodern Firearms d20

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### A Few Words from the Publisher

I first ran across Ultramodern Firearms in 1996. I was designing for the Feng Shui RPG at the time and I wanted a good gun resource for my playtests. Although UMF was technically a supplement for the Millennium's End game, I found it a tremendously useful general reference. It was cleanly laid out, nicely illustrated, and gave you all the info you needed to convert the guns into nearly any RPG. I used it extensively during my playtests and later when running things like Delta Green. Only a few game books on my shelves have gotten more of a workout than Ultramodern Firearms.

I got to know Charles Ryan, the author, over the following years. At first, I'd only see Charles at big cons like Origins and GenCon. He later moved to Seattle, joining Wizards of the Coast by way of Last Unicorn. We finally got to work together when Charles joined my design team for the Ghostwind Campaign book (for the Chainmail Miniatures Game). It's probably no surprise then that Charles approached me about publishing a d20 update of Ultramodern Firearms. I mulled it over for, oh, maybe a second. Bringing back the best RPG gun book ever and marrying it to the most popular system ever was simply irresistible. I greenlighted the project immediately and our timing proved fortuitous. Not only were we able to schedule UMF to coincide with the release of d20 Modern, Charles himself ended up on the design team for the game, ensuring a first rate conversion.

I am proud to add Ultramodern Firearms d20 to the Green Ronin roster. I hope you get as much use out of this book as I did of the original.

Chris Pramas
Green Ronin Publishing
October, 2002



# CONTENTS

# INTRODUCTION

Firearms play a major part in modern-setting roleplaying games, just as they do in the books and movies that are often the games' basis or inspiration. And yet in most games, individual firearms are given a cursory description at best. Even in more comprehensive supplements, the larger issues of how weapons are used in the real world, of what separates the different types of firearms, and of why a given person or organization should choose one gun over another are never covered. Little attention is payed to correcting the many misconceptions that repeatedly crop up in fiction, movies, and of course games.

*Ultramodern Firearms d20* is a reference book on guns written for players and referees of roleplaying games. It covers over 300 real-world firearms in use today, with detailed information useful for any game in which these weapons appear. This book is something of an encyclopedia of the firearms used by modern military, counterterrorist, police, special operations, and even criminal and terrorist organizations. But more than that, it sets out to help players and referees understand these weapons—how they are used, for what applications, and why one may be better than another for a given purpose.

## USING THIS BOOK

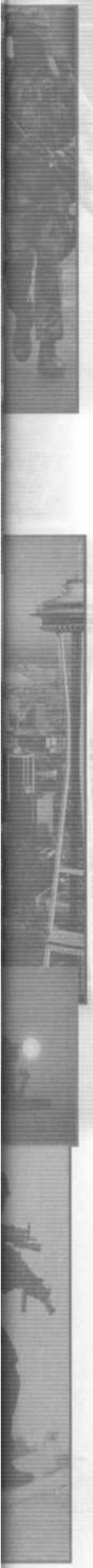
*Ultramodern Firearms d20* is divided up in to seven chapters, covering six major classes of smallarms, plus ammunition. There is also an appendix containing a glossary, a table listing the weapons used by many professional organizations, and complete weapons statistics for the d20 system. Just after this introduction is a Features Index, a handy overview of the features and capabilities of the weapons covered in this book.

You will probably find yourself using *Ultramodern Firearms d20* in two ways: to learn more about weapons already in use in your campaign, and to figure out which new weapons with which to equip your characters and NPCs.

When looking for the right weapon, two features in this book are especially useful: the Features Index (starting on page 14), and the Weapons in Use table (page 146). The Features Index lists by class every weapon covered in *Ultramodern Firearms d20*. At the top of each page is a list of several of the most important, common, or useful features found in that class. The entries indicate which weapons have which features, so comparisons between individual weapons are quick and easy and you can shop for the weapon you need based on the features most important to you. The Weapons in Use table, in the appendix, lists around fifty military, police, and counterterrorist organizations and the weapons they use. This table is a good starting point for outfitting characters or NPCs who belong to these or similar organizations, or who use their weapons for similar purposes.

These two features will help you find the right weapon for your character or NPCs, and that brings us to the second function of this book. Like other gun books for games that have come out over past years, *Ultramodern Firearms d20* contains scores of listings describing specific weapons and their variants. *Ultramodern Firearms d20* optimizes these listings for the needs of the gamer. The information covered here is short on history, design, and technical details, and long on features useful to the character, aspects of the weapons that might be important during play, and reputations for accuracy and reliability.

Don't limit yourself to just the individual listings. Each chapter has its own introductory passage, which talks a little bit about the class of weapon in general, how it is used, and the advantages and disadvantages you can expect from the weapons discussed. A discussion of how the d20 rules apply to this class is also included in each chapter introduction.



Esoteric terminology and needless technical information have little bearing on game play, and have generally been left out of *Ultramodern Firearms d20*. But with the great variety of weapons available and the vast scope of their potential applications, it's impossible to make an informed selection without a little bit of functional, if not technical, understanding of guns. A car buyer doesn't need to know the specific engineering differences between standard and anti-lock brakes, but ought to at least know that they are different, and how they perform differently, before deciding whether or not to shell out an extra few hundred dollars. This analogy holds true for firearms—when deciding between two or three pistols, for example, it's a good idea to understand the functional difference between single- and double-action. So the chapter introductions do cover some aspects of the mechanical operation of weapons, where such information is useful for players wanting to make informed decisions. Hopefully, you will find them clear, useful, and interesting.

## SOME BASIC CONCEPTS AND MISCONCEPTIONS

Despite the importance of firearms in modern roleplaying,, many games are plagued by misconceptions concerning how guns work and what they do. This is especially true in regard to exotic weapons, which probably find as much or more use in games than they do in real life. The importance of a clear, accurate understanding of firearms varies from game to game. In any modern game that has any claims to realism, however, it is critical that players have some understanding of these their most common tools.

Pistols and submachineguns differ from longarms not just in size and shape, but also in power, range, and accuracy. Popular media do not generally appreciate this difference, nor do many games. While even the lightest pistol rounds are lethal, pistols and submachineguns (which fire pistol rounds) in general do not compare to the power of longarms. Rifles and machineguns are not just lethal at longer ranges, but also have the ability to shoot through cover that would stop pistol rounds. There are several reasons for this difference in power. Pistols are designed for portability and even concealability, and they need small ammunition that fits this bill. With their short barrels, pistols are relatively inaccurate, so it's pointless to give them ammo with enormous range. Powerful rounds have a lot of energy, and create deafening muzzle blasts and enormous recoils when fired out of light, short-barreled weapons. In fact, all of these factors hold true within the realm of pistols, as well. Very few pocket pistols fire powerful pistor rounds, because they would be too inaccurate and uncomfortable to use.

One misconception that appears over and over again in popular media concerns the use of the word "automatic." An automatic weapon, of any class, is a weapon that fires multiple rounds from a single pull of the trigger (this is referred to as the automatic rate of fire in the *d20 Modern* rules). When the term "auto" is used to describe a pistol—as in ".45-caliber auto"—it is not short for automatic (except in the rare case of machine-pistols), but for autoloader.

Autoloaders are semiautomatic weapons, meaning they fire one shot for every pull of the trigger, mechanically discarding the spent shell casing and chambering a new round. While the term "assault rifle" implies an automatic weapon, most of those found in retail gun stores are semiautomatic only, with no automatic fire capability. Only those sold to the military, law-enforcement agencies, or specially-licensed individuals have automatic fire, a fact generally glossed over in fiction and the media. The assault weapons appearing in *Ultramodern Firearms d20* are the military versions, with autofire capability.

More misconceptions surround the use of silenced weapons than any other type of firearm. Guns make noise in three ways. First and foremost is the muzzle blast, the noise made by the hypersonic gasses leaving the muzzle of the weapon as it is fired. Secondly, any bullet travelling faster than the speed of sound—as most do—creates an audible noise itself, a small sonic boom. Lastly, there is the mechanical noise of the weapon's action.

In order to operate "silently," a firearm must deal with all three of these sources of noise. All silenced weapons include some sort of suppressor—a device that traps the propellant gasses as they leave the weapon's muzzle and slows them to below the speed of sound. Suppressors may be built into silenced weapons, or be designed to fit onto the end of non-silenced guns. Because a suppressor must be designed to handle the power and volume of the gases from a specific round,

a suppressor designed for one caliber will not work well (if at all) for another. The size of a suppressor is proportional to the power of the round it suppresses—a typical rifle suppressor is much larger than a typical pistol suppressor, for example.

Suppressors have no effect on the noise made by a supersonic bullet. The supersonic crack of a full-powered round fired from a suppressed weapon is not silent, although the overall noise is substantially less than that of an unsuppressed weapon. Some pistol rounds have natural velocities below the speed of sound, and thus make no supersonic crack. Higher-velocity rounds can be cold-loaded (given a reduced propellant charge) to lower their speeds to below the speed of sound. Alternatively, many purpose-built silenced weapons let some of the propellant gases leak out before the bullet leaves the barrel, so even if the ammunition fired would normally be supersonic, the bullet never gets past the speed of sound.

The last noise source is the mechanical operation of the weapon itself. While not as loud as the muzzle blast, bolt movement of a semiautomatic weapon makes a significant amount of noise. Most purpose-built silenced weapons have some sort of catch that locks the bolt closed. This gives the weapon a little more recoil, and requires the user to cycle the bolt by hand. But it eliminates all but the sound of the hammer striking the firing pin. Weapons that do not have a bolt-catch cannot eliminate mechanical noise.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game*.

### Reliability

Some firearms are less reliable than others, and all firearms become less reliable if they are not well maintained. Of course, that's true for all forms of equipment, and for non-firearm weapons as well. The d20 game system assumes that characters carry out reasonable maintenance on their equipment in their rest time and between adventures. For this reason, reductions in reliability aren't normally a part of the game rules.

Under some circumstances, however, firearm reliability can be a significant issue, and for that reason these rules are presented. In most games, these rules will never be needed, and should probably be ignored. In some types of campaigns, however, they may be worthwhile—particularly if characters spend a great deal of time in harsh environments, if they tend to use cheap and shoddy weapons, if they frequently use exotic ammunition types, or if the setting (a post-apocalyptic campaign, for example) precludes quality maintenance.

All firearms are normally considered reliable (unless noted otherwise in the weapon description). No special rules apply to reliable weapons.

An unreliable weapon has a 5% chance of weapon failure every time it is used. Each additional separate cause of unreliability increases the chance of failure by 5%. (For example, a weapon that is using exotic ammunition and has been immersed has a 10% chance of weapon failure.)

Weapon failure is rolled in exactly the same manner as spell failure. Alternatively (with the Gamemaster's permission), you can combine the failure chance with the attack roll. For a 5% failure chance, any natural 1 rolled in an attack roll results in failure. For each additional 5%, increase the range by 1 point (so a 10% failure occurs on a natural 1 or 2).

If weapon failure occurs, the weapon has become jammed. Clearing a jam is a full-round action.

A firearm can become unreliable through a number of circumstances.

**Age:** Age and heavy use can render a weapon unreliable. While this should never be a factor through the degree of time and use typical to a normal campaign, the GM can determine that an older weapon obtained by the characters is already unreliable due to age. A weapon that has been sitting in a museum might not become unreliable for fifty years, but one that has sat in the leaky trunk of an abandoned car for a couple months might be unreliable. This cause of unreliability only goes away if the weapon is overhauled. Overhauling a firearm is a complex Repair task.

**Damage:** Any firearm that has taken 1 hit point or more of damage is unreliable. This cause of unreliability only goes away if the weapon is repaired.

**Environment:** A steamy jungle, dusty desert, or similarly rough environment can make a weapon unreliable. Whenever the characters spend an extended period of time in an extreme

environment, the GM can determine that firearms require extra care to avoid becoming unreliable. When that's the case, characters must spend one half hour per day (per weapon) on extra maintenance. Any weapon not so maintained becomes unreliable. This cause of unreliability goes away when the weapon receives one half hour of special maintenance.

**Immersion:** Immersion in water, mud, or other liquids can affect reliability. Any time a weapon is immersed, it becomes unreliable. (Slight wetness, such as that caused by rain, is not sufficient to affect reliability.) This cause of unreliability goes away when the weapon is dried out, which takes one minute if the weapon is disassembled and dried by hand, or six hours if it's left to dry on its own.

**Unreliable Ammunition:** Ammunition can become unreliable due to age, damage, or environment, just as firearms can. A weapon firing unreliable ammunition is unreliable. This cause of unreliability only occurs when the weapon is used with unreliable ammunition.

**Unusual Ammunition:** Conventional ammunition does not affect reliability, but some exotic forms, such as AET ammo and some types of shotgun shells, are an exception. Chapter 7 covers ammunition, including some types that can make a weapon unreliable. This cause of unreliability only occurs when the weapon is used with exotic ammunition.

## Silenced Weapons

A number of firearms covered in this book have built-in or attachable silencers or suppressors, allowing them to operate much more quietly than most guns (which are, of course, notoriously noisy). The effect of a silencer or suppressor depends on the type of device, ammunition, and weapon used.

**Suppressed Weapons:** A suppressor is a device that captures the supersonic gasses that propel the bullet from the gun, slowing them as they escape from the barrel to below supersonic speed (and hence silencing them). A suppressor does nothing to slow the actual bullet, which also makes a loud noise if it travels at supersonic speeds.

When firing standard ammunition, a suppressed weapon that normally deals 2d6 or more damage is not silent. (A firearm that normally deals 2d4 damage or less operates silently when used with a suppressor; see Silenced Weapons, below.) The sound is reduced, however, and because it originates not from the firearm but from the bullet as it passes the listener, it's difficult to tell where the sound is coming from. A Listen check (DC 15) is required to locate the source of the gunfire.

Suppressed weapons can operate silently if used with special ammunition. See Silenced Weapons, just below.

**Silenced Weapons:** Some weapons muffle not just the muzzle blast, but also the supersonic boom of the bullet itself, by reducing the velocity of the bullet to below supersonic speed. Generally, a series of tiny holes in the barrel bleed off some of the propellent gasses, preventing the bullet from accelerating to supersonic speed. The bled-off gasses are trapped and slowed along with the muzzle gasses in a built-in suppressor.

Alternatively, any weapon fitted with a suppressor can operate in a silenced mode by using cold-loaded ammunition (ammunition prepared with a reduced propellent charge).

Either method reduces the damage dealt by the weapon. Firearms that deal 2d4 damage are unaffected (such bullets travel at or below the speed of sound anyway). For firearms that normally deal 2d6 damage, silencing imposes a –1 penalty on damage. For firearms that deal normally 2d8 or 2d10 damage, silencing imposes a –2 penalty on damage. Weapons that normally deal 2d12 or more cannot be silenced.

When a silenced weapon is fired, the only sound is the mechanical action of the weapon (which is actually moderately loud). Noticing the sound of a semiautomatic or automatic silenced weapon requires a Listen check (DC 15). For single shot weapons (generally, bolt-action rifles), see just below.

**Silenced and Locked Weapons:** Some semiautomatic or automatic weapons designed for use with silencers include a bolt catch. This device prevents the action from cycling, reducing the mechanical noise of the weapon firing. However, when the bolt catch is used, the weapon's rate of fire is reduced to single shot. Weapons that already have a single shot rate of fire (like bolt-action sniper rifles) are always considered locked. Engaging or disengaging a bolt catch is a free action.

Noticing the sound of a silenced and locked weapon requires a Listen check (DC 20).



## Bipods and Other Mounts

Many weapons—generally sniping rifles and machineguns—come equiped with bipods. Using a bipod gives the weapon a little additional stability and, under the right circumstances, improves aim.

To use a bipod, a character must be able to place it on a solid surface at roughly shoulder height. The most common method of using a bipod is to fire from the prone position, so that the firer's shoulder, like the weapon and bipod, is close to the ground. But a weapon with a bipod can be used from a crouched or even standing position if the bipod is set on a wall or windowsill.

A bipod grants the user a +1 equipment bonus on attack rolls. This bonus applies only to the first attack made each round.

Only Large or larger weapons can benefit from a bipod.

Most bipods fold. Deploying a folded bipod is a move action.

Any weapon size Huge or larger must be used with a bipod or other mount. Because the bipod or mount is a necessary and standard part of the weapon's support, it does not grant the +1 equipment bonus on attacks.

## Vitality Point/Wound Point Damage

To use the weapons in this book with the vitality point/wound point system of damage, add one die to all damage values. For example, the HK G36 normally deals 2d8 damage. For use with the vitality point/wound point system, increase that to 3d8. Cold-loaded armor piercing 9mm ammunition normally deals 2d6–2; for use with the vitality point/wound point system, increase that to 3d6–2.

## Weapons Tables

Firearms are described through a number of stats, given in the individual weapon entries and on the weapons tables at the end of the book.

**Caliber:** The caliber of ammunition the weapon fires. See Chapter 7 for more information on ammunition.

**Damage:** The damage the weapon deals on a successful hit when firing standard ammunition.

**Critical:** The threat range for a critical hit.

**Damage Type:** All firearms deal ballistic damage. Some creatures may be partially or wholly immune to ballistic damage.

**Range Increment:** Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. For example, a Colt Python has a range increment of 50 feet. An attack made from a distance of 30 feet would not be penalized. An attack from 60 feet would be made at –2, since it's more than one whole range increment away. An attack at 250 feet would incur a –10 penalty, because it's five full range increments away.

Firearms have a maximum range of 10 range increments.

**Rate of Fire:** Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. There are three different rates: single shot, semiautomatic, and automatic.

*Single Shot:* A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allows more than one shot per attack.

*Semiautomatic (S):* Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one per attack.

*Automatic (A):* Automatic weapons fire a burst or stream of shots with a single pull of the trigger. In general, only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.



**Magazine:** The weapon's magazine capacity and type. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number.

*Box:* A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. This is advantageous because a character can carry extra magazines, already loaded, and simply swap an empty one for one of the extras. Also, box magazines tend to have relatively large capacities.

*Cylinder:* A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders cannot be removed, and must be reloaded by hand. However, most revolvers can be used with a speed loader: a small device that holds a full load of ammunition ready to be inserted, all at once, into a cylinder. Using a speed loader is much like inserting a box magazine. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

*Internal:* Some weapons simply keep their ammunition in an internal space, which must be loaded by hand. This is true of most shotguns, as well as some rifles.

*Linked:* Some machineguns use linked ammunition. The bullets are chained together with small metal clips, forming a belt.

**Size:** Size categories for weapons and other objects are defined differently than the size categories for creatures (a Medium-size weapon, for example, is not the same size as a Medium-size creature). The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed, and, as a light weapon, is easier to use in your off hand.

**Weight:** The weapon's weight when fully loaded.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

**Restriction:** The restriction rating for the weapon and the appropriate modifier to purchase the weapon on the black market.

## Other Rules

Each chapter of this book features additional rules for use with *d20 Modern*. In general, those rules apply primarily to that class of weapon. For instance, Chapter 4: Rifles contains rules for changing scopes, because other classes of weapons generally don't use scopes. However, all of the rules presented in this book apply to all classes of weapon. Should you choose to mount a scope on a pistol, for example, the rules for changing scopes in Chapter 4 would apply.

## New Feats

The following feats supplement those in the *d20 Modern Roleplaying Game*.

### Armed to the Teeth

You can fight two-handed with ranged and melee weapons.

**Prerequisite:** Two-Weapon Fighting.

**Benefit:** When you fight with two weapons, you can use a ranged weapon in one hand and a melee weapon in the other hand.

**Normal:** To gain the benefit of the Two-Weapon fighting feat, your weapons must both be ranged or melee weapons.

### Bull's Eye

Your attacks with ranged weapons are especially deadly.

**Prerequisites:** Point Blank Shot, Precise Shot.

**Benefit:** When you threaten a critical hit with a ranged weapon, you may spend an Action Point to automatically confirm the critical.

### Hard-Eyed

With a gun in your hand, you have an especially dangerous aspect.

**Prerequisites:** Charisma 13, Intimidate 4 ranks.

**Benefit:** You gain a +5 circumstance bonus on Intimidate checks when aiming a firearm at the target of your check. The target must be within 30 feet, and must be able to see you (and your firearm). The target does not have to be flat-footed.

This bonus does not stack with the +2 circumstance bonus your GM might grant for threatening the target with a gun, but it can stack with other circumstance bonuses.

**Normal:** Circumstances such as holding a gun on a flat-footed opponent normally grant a +2 circumstance bonus.

### High Ready

Like a SWAT officer, you are accustomed to moving with your gun at the ready, shifting your aim with your sight.

**Prerequisite:** Dexterity 13, Reactive Shooter.

**Benefit:** You can use the Reactive Shooter feat with a Large weapon. To do so, you must first have stated that you are at the high ready position (on your feet, with your weapon shouldered, ready to fire). You can only move at half speed while prepared in this manner.

### Guns Akimbo

You are skilled at delivering massive firearms attacks while on the move.

**Prerequisites:** Shot on the Run, Two-Weapon Fighting.

**Benefit:** If you have two ranged weapons, as an attack action you may make one attack with each weapon. In addition to the penalties you normally suffer for attacking with two weapons, you suffer an additional –2 penalty on each attack.

**Normal:** Attacking with two weapons is a full attack and requires a full action.

### Improved Autofire

You lay down withering barrages of autofire with deadly precision.

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When you use autofire, the DC for the Reflex save is increased by +5.

**Normal:** When you use autofire, every creature within the targeted 10-foot-by-10-foot area must make a Reflex save (DC 15) to avoid being hit.

### Improved Dead Aim

Your skill with ranged weapons is unmatched.

**Prerequisites:** Wisdom 13, Far Shot, Dead Aim.

**Benefit:** The circumstance bonus on attack rolls granted by the Dead Aim feat increases from +2 to +3.

### Hail of Bullets

Your quick trigger finger can unleash a rain of fire.

**Prerequisites:** Point Blank Shot, Double Tap.

**Benefit:** You can use semiautomatic firearms as if they are automatic firearms. You can make autofire attacks and use feats that require firearms with automatic settings, such as Burst Fire. You must meet all other requirements for these attacks (such as having 10 bullets in the weapon to use autofire).

### Reactive Shooter

You react instantly with a firearm.

**Prerequisite:** Dexterity 13.

**Benefit:** If you have a Medium-size or smaller ranged weapon in hand, you may act in the surprise round even if you are surprised. You roll initiative as though you were not surprised. The only action you may take in the surprise round, however, is a single ranged attack with the weapon in your hand. You make this attack at your highest attack bonus, but you suffer an –5 penalty on the attack.

You are still considered flat-footed during the surprise round.

**Normal:** If you are surprised at the beginning of combat, you cannot take any actions during the surprise round.

## Firearm-Related Feats

| Feat | Prerequisites | Effect |
|---|---|---|
| Far Shot | — | Multiply range increments by 1.5 (2 for thrown weapons) |
| Dead Aim | Wis 13, Far Shot | +2 on ranged attack if full round spent aiming |
| Improved Dead Aim | Wis 13, Far Shot, Dead Aim | +3 on ranged attack if full round spent aiming |
| Hard-Eyed | Cha 13, Intimidate 4 ranks | +5 on Intimidate checks when brandishing firearm |
| Heroic Surge | — | Extra move or attack action |
| Improved Intiative | — | +4 on initiative checks |
| Personal Firearm Proficiency | — | Proficient in use of personal firearms |
| Advanced Firearms Proficiency | Personal Firearms Proficiency | No –4 penalty for autofire |
| Burst Fire | Wis 13, Personal Firearms Proficiency, Advanced firearms Proficiency | –4 on attack, +2 dice damage |
| Exotic Firearms Proficiency | Personal Firearms Proficiency, Advanced firearms Proficiency | Proficient in specific class of exotic firearms |
| Improved Autofire | Personal Fiream Proficiency, Advanced Firearm Proficiency | Reflex save DC for autofire attack increases by +5 |
| Strafe | Personal Fiream Proficiency, Advanced Firearm Proficiency | Autofire area 5 by 20 ft. instead of 10 by 10 ft. |
| Suppressive Fire | Wis 13, Personal Firearms Proficiency | Threaten an attack of opportunity at range |
| Point Blank Shot | — | +1 on attack and damage up to 30 ft. |
| Double Tap | Dex 13, Point Blank Shot | –2 on attack, +1 die damage |
| Hail of Bullets | Point Blank Shot, Double Tap | Make autofire attack with semiautomatic firearm |
| Precise Shot | Point Blank Shot | No –4 penalty for shooting into melee |
| Bull's Eye | Point Blank Shot, Precise Shot | Spend an action point to confirm a threat with a ranged attack |
| Skip Shot | Point Blank Shot, Precise Shot | Ignore cover, –2 on attack, –1 die damage |
| Shot on the Run | Dex 13, Point Blank Shot, Dodge, Mobility | Move before and after ranged attack |
| Quick Draw | Base attack bonus +1 | Draw weapon as a free weapon |
| Quick Reload | Base attack bonus +1 | Reload as free or move action, instead of as move or full-round action |
| Reactive Shooter | Dex 13 | Make ranged attack during suprise round |
| High Ready | Dex 13, Reactive Shooter | Make ranged attack during suprise round with Large weapon |
| Guns Akimbo | Shot of the Run, Two-Weapon Fighting | Make two-weapon ranged attacks as attack action |
| Two-Weapon Fighting | Dex 13 | Lessen two-weapon penalties by 2 |
| Armed to the Teeth | Two-Weapon Fighting | Fight with melee and ranged weapons |
| Improved Two-Weapon Fighting | Dex 13, Two-Weapon Fighting, base attack bonus +6 | Extra attack with off-hand weapon |
| Advanced Two-Weapon Fighting | Dex 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11 | Third attack with off-hand weapon |
| Weapon Focus | Proficient with weapon, base attack bonus +1 | +1 on attack rolls with selected weapon |

### Suppressive Fire

You can lay down a barrage of gunfire, giving you the chance to hit your opponent even when it's not your turn.

**Prerequisites:** Wisdom 13, Personal Firearms Proficiency.

**Benefit:** When you attack a target that is at least 30 feet away with a semiautomatic or automatic firearm, you threaten the target's square until your next action. (If using autofire, you threaten the targeted 10-foot-by-10-foot area). You may make ranged attacks of opportunity into that square.

Suppressive fire shoots five bullets (in addition to the bullets fired in your attack and any attack of opportunity), and can only be used if the weapon has five bullets in it.

## THE FEATURES INDEX

The features index, beginning on the next page, lists every weapon in this book, noting the weapon's most important features for easy reference. Use it to pick just the right firearms for your character or NPCs without having to read through each weapon description. Once you find a few weapons that seem appropriate, you can then read the detailed weapon descriptions to make your final selection.

In general, a weapon is noted with a check-mark (✓) if it has a given feature. If the weapon is especially good for that feature, it is noted with a heavy plus sign (✚).

The features given vary according to weapon class (the rifles section of the index, for example, notes different features than the pistols section, because the features important to choosing a rifle are different than those important in pistols). Most of the features are self-explanatory, and most have little impact on the mechanics of the *d20 Modern* game system. A few, however, need some explanation. In all cases, the weapon description provides complete information.

**Concealable:** The weapon grants a bonus on checks to conceal it, due to exceptionally compact design.

**Silenced:** A weapon with a check-mark has an integral suppressor, comes with an attachable suppressor, or can be easily converted to suppressed or silenced use (although it may require special ammunition to operate truly silently). A weapon with a plus sign operates silently, even with standard ammunition.

**Very Accurate:** A weapon marked as very accurate is either a mastercraft weapon or has an exceptional range increment for its class.

**Selective Fire:** Unlike other classes of automatic weapons, machineguns commonly feature automatic fire only. This feature indicates an ability to fire on the semiautomatic rate of fire as well as the automatic rate of fire.

## Features Index: Pistols

| | Caliber | Action | Silenced | Double-action | Internal Safety | Ambidextrous | Combat Grip | Concealable | Easy to Use | Large Magazine | Very Accurate | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Astra A-60 | sm | A | | ✓ | | ✓ | | ✓ | | ✓ | | | | ✓ | 25 |
| Astra A-80, A-90 , A-100 | md | A | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | 25 |
| Beretta 81BB, 81 | sm | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | | | ✓ | ✓ | 26 |
| Beretta 82BB | sm | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | ✓ | 26 |
| Beretta 84F, 84, 84BB | sm | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | | | ✓ | | 26 |
| Beretta 85F, 85BB | sm | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | | 26 |
| Beretta 92 F-M | md | A | | ✓ | ✓ | | ✓ | ✓ | | | | ✓ | | | 27 |
| Beretta 92FS, etc. | md | A | | ✓ | ✓ | | ✓ | | | ✓ | | ✓ | + | | 27 |
| Beretta 92FS Compact, 92F Compact | md | A | | ✓ | ✓ | | ✓ | ✓ | | ✓ | | ✓ | | | 27 |
| Beretta 950 | sm | A | | | | | | + | | | | | | + | 27 |
| Bernardelli P-018 | md | A | | ✓ | | | ✓ | | | ✓ | | ✓ | | | 28 |
| Browning High-power Mark 3S | md | A | | | ✓ | | | | | ✓ | | ✓ | ✓ | ✓ | 28 |
| Calico M950 | md | A | | | ✓ | ✓ | | | | + | ✓ | | | | 29 |
| Colt 2000 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | | | | | 32 |
| Colt Agent | md | R | | ✓ | | | | ✓ | | | | ✓ | ✓ | + | 30 |
| Colt Delta Elite | md | A | | ✓ | | | ✓ | | | | | ✓ | | | 30 |
| Colt Double Eagle | md | A | | ✓ | | | ✓ | | | | | ✓ | | | 31 |
| Colt M1911A1 | md | A | | | | | | | | | | | + | ✓ | 31 |
| Colt Python | lg | R | | ✓ | | | | | | | ✓ | ✓ | ✓ | | 31 |
| CZ 75, CZ 85 | md | A | | ✓ | ✓ | | | | | ✓ | | ✓ | | ✓ | 29 |
| FN BDA 9 | md | A | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | 32 |
| FN BDA 9C | md | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | | 32 |
| FN Five-seveN | lg | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | + | | | | | 33 |
| FN High-power Mark 3, etc. | md | A | | | ✓ | ✓ | | | | ✓ | | ✓ | + | | 33 |
| Glock 17 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ | + | + | | 34 |
| Glock 19 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | | + | ✓ | | 34 |
| Glock 20 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ | + | | | 35 |
| Glock 21 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ | + | | | 35 |
| Glock 22 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ | + | | | 34 |
| Glock 23 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | | + | | | 34 |
| HK 0.45 Mk 23 Mod 0 USSOCOM | md | A | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | 35 |
| HK P7K3 | sm | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | | | | | | 36 |
| HK P7M8 | sm | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | | | | | | 36 |
| HK P7M10 | sm | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | | | | | | 36 |
| HK P7M8 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | | | | | | 36 |
| HK P7M10 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | | | | | | 36 |
| HK P7M13 | md | A | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | | | | | 36 |
| HK P9S, P9 | md | A | | ✓ | | | ✓ | | | | | | | | 36 |
| HK USP, USP 9mm, USP 45 | md | A | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | 36 |
| IMI Baby Eagle | md | A | | ✓ | | | ✓ | | | ✓ | | | | ✓ | 37 |
| IMI Desert Eagle | lg | A | | ✓ | | ✓ | ✓ | | | | ✓ | | | | 37 |
| LaFrance Colt .45 Silenced | md | A | ✓ | | | | | | | | | ✓ | | | 38 |
| LaFrance Nova | md | A | | ✓ | | | | + | | | | | | ✓ | 38 |
| LEI Mark 2 | sm | A | + | | | | | | | | ✓ | | | | 39 |
| Llama M-82 | md | A | | ✓ | | | ✓ | | | ✓ | | | | | 39 |
| Llama M-87 | md | A | | ✓ | | | ✓ | | | ✓ | | | | | 40 |

## Features Index: Pistols (cont.)

| | Caliber | Action | Silenced | Double-action | Internal Safety | Ambidextrous | Combat Grip | Concealable | Easy to Use | Large Magazine | Very Accurate | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| MAB PA15 | md | A | | ✓ | | | | | | ✓ | | | | | 40 |
| Manhurin MR73 | lg | R | | ✓ | | | | | ✓ | | | ✓ | ✓ | ✓ | 40 |
| RSA Makarov PM | md | A | | ✓ | | | | | | | | | ✓ | ✓ | 42 |
| RSA P6 | md | A | + | ✓ | | | | | | | | | | | 42 |
| RSA PSM | sm | A | | ✓ | | | | ✓ | | | | | | ✓ | 42 |
| RSA Tokarev TT-30 | md | A | | | | | | | | | | | | ✓ | 43 |
| Ruger P85 Mk II | md | A | | ✓ | | ✓ | ✓ | | | ✓ | | | | ✓ | 41 |
| Ruger Security-Six, Service-Six | lg | R | | ✓ | ✓ | | | | | | | | | + | 41 |
| Ruger Speed-Six | md | R | | ✓ | ✓ | | | ✓ | | | | | | + | 41 |
| S&W 10 M&P | md | R | | ✓ | | | | | ✓ | | | ✓ | + | ✓ | 49 |
| S&W 19 | lg | R | | ✓ | | | | | | | | ✓ | ✓ | ✓ | 49 |
| S&W 29 | lg | R | | ✓ | | | | | | | ✓ | ✓ | | | 50 |
| S&W 1006, 1066 | md | A | | ✓ | ✓ | ✓ | ✓ | | | | | | ✓ | | 46 |
| S&W 1076 | md | A | | ✓ | ✓ | | ✓ | | | | | | | | 46 |
| S&W 3913, 3914 | md | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | | 47 |
| S&W 4006 | md | A | | ✓ | ✓ | ✓ | ✓ | | | | | | | | 47 |
| S&W 4506, 4516, 4566 | md | A | | ✓ | ✓ | ✓ | ✓ | | | | | | | | 47 |
| S&W 5903, 5904, 5906 | md | A | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | 48 |
| S&W 6904, 6906 | md | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | | 48 |
| S&W Mk 22 Mod 0 Hush Puppy | md | A | ✓ | ✓ | | | | | | | | | | | 48 |
| SIG-Sauer P220 | md | A | | ✓ | ✓ | | ✓ | | | | | ✓ | ✓ | | 43 |
| SIG-Sauer P225 | md | A | | ✓ | ✓ | | ✓ | | | | | ✓ | | | 44 |
| SIG-Sauer P226 | md | A | | ✓ | ✓ | | ✓ | | | ✓ | | ✓ | | | 44 |
| SIG-Sauer P228 | md | A | | ✓ | ✓ | | | ✓ | | ✓ | | ✓ | | | 44 |
| SIG-Sauer P230 | sm | A | | ✓ | ✓ | | | ✓ | | | | ✓ | | | 45 |
| SITES M9, M40 Resolver | md | A | | ✓ | ✓ | ✓ | | + | + | | | | | | 46 |
| SITES M380 Resolver | sm | A | | ✓ | ✓ | ✓ | | + | + | | | | | | 45 |
| Star 30M, 30 PK | md | A | | ✓ | | ✓ | ✓ | | | ✓ | ✓ | | | | 50 |
| Star Firestar | md | A | | | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | ✓ | 50 |
| Steyr GB | md | A | | ✓ | | | | | | ✓ | ✓ | ✓ | | | 51 |
| Steyr SPP | md | A | | ✓ | ✓ | ✓ | | | | ✓ | | ✓ | | | 51 |
| Tanfoglio Baby | md | A | | ✓ | | | ✓ | ✓ | | | | | | ✓ | 52 |
| Tanfoglio GT41 | lg | A | | ✓ | | | ✓ | | | | | | | | 52 |
| Tanfoglio TA90 | md | A | | ✓ | | | ✓ | | | ✓ | | | | | 52 |
| Walther P5 | md | A | | ✓ | ✓ | | | | | | | | | | 53 |
| Walther P5 Compact | md | A | | ✓ | ✓ | | | ✓ | | | | | | | 53 |
| Walther P-88 | md | A | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | 54 |
| Walther P-88 Compact | md | A | | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | | | | | 54 |
| Walther P-99 | md | A | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | 54 |
| Walther PP | sm | A | | ✓ | ✓ | | | ✓ | | | | ✓ | + | | 52 |
| Walther PPK | sm | A | | ✓ | ✓ | | | ✓ | | | | ✓ | ✓ | | 52 |

## Features Index: Submachineguns

| | Silenced | Rifle Caliber | Compact | One-Handed Use | Folding Stock | 3-round Burst | Int./Grip Safety | Ambidextrous | Large Magazine | Very Accurate | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| ARES Folding | | | + | | ✓ | | | | | | | | | 59 |
| Armscor BXP | | | ✓ | | ✓ | | | | | | | | | 59 |
| Beretta 12, 12S | | | | | ✓ | | | ✓ | | | | ✓ | | 60 |
| Beretta 93-R | | | + | ✓ | ✓ | ✓ | | | | | | | | 60 |
| Bushman IDW | | | + | ✓ | | | ✓ | | ✓ | | | | | 61 |
| Calico M960A | | | | | ✓ | | | ✓ | ✓ | | + | | ✓ | 61 |
| Colt 9mm | | | | | ✓ | | | | ✓ | ✓ | | ✓ | ✓ | 63 |
| CNI Type 64 | + | | | | ✓ | | | | ✓ | | | | ✓ | 63 |
| CZ Model 61, 63, 68 Skorpion | | | + | ✓ | ✓ | | | | | | | | | 62 |
| FAMAE Mini-S.A.F. | | | ✓ | ✓ | | ✓ | | ✓ | | | | | | 64 |
| FAMAE S.A.F. 9mm | | | | | ✓ | ✓ | | | | | | | | 64 |
| FN P90 | | ✓ | | | | | | ✓ | ✓ | ✓ | ✓ | | | 65 |
| Glock 18 | | | + | ✓ | | | ✓ | | | | | | | 65 |
| HK MP5A5, etc. | | | | | ✓ | ✓ | | | ✓ | ✓ | | + | | 66 |
| HK MP5KA5, etc. | | | ✓ | ✓ | | ✓ | | | | | | ✓ | | 67 |
| HK MP5 PDW | ✓ | | ✓ | | ✓ | ✓ | | ✓ | | ✓ | | | | 67 |
| HK MP5SD6, etc. | + | | | | ✓ | ✓ | | | ✓ | ✓ | | ✓ | | 68 |
| HK MP 53 | | ✓ | | | ✓ | ✓ | | | ✓ | ✓ | | | | 68 |
| HK MP2000 | ✓ | | ✓ | | ✓ | ✓ | | ✓ | | ✓ | | | | 69 |
| HK VP70 | | | + | ✓ | ✓ | ✓ | ✓ | | | | | | | 69 |
| IMI Galil MAR Micro | | ✓ | ✓ | | ✓ | | | | | | | | | 70 |
| IMI Micro-Uzi | | | + | ✓ | ✓ | | ✓ | | ✓ | | | | ✓ | 70 |
| IMI Mini-Uzi | | | ✓ | ✓ | ✓ | | ✓ | | | | | ✓ | | 70 |
| IMI MTAR Micro | | ✓ | | | | ✓ | | ✓ | | ✓ | | | | 71 |
| IMI Uzi | | | | | ✓ | | ✓ | | | | | + | | 71 |
| Intratec TEC-9 | | | ✓ | ✓ | | | | | | | | | + | 72 |
| JATI Matic | | | ✓ | | | | ✓ | | | | | | | 72 |
| KAC Colt 9mm Suppressed | + | | | | ✓ | | | | ✓ | | | | | 73 |
| MAC Ingram M10 | | | + | | ✓ | | | | | | | | ✓ | 73 |
| MAC Ingram M11 | | | + | | ✓ | | | | | | | | ✓ | 74 |
| RSA AKSU-74 | | ✓ | | | ✓ | | | | | ✓ | | | | 74 |
| SITES M-4 Spectre | | | ✓ | | ✓ | | ✓ | ✓ | | | ✓ | | | 74 |
| Star Z-84 | | | | | ✓ | | ✓ | ✓ | ✓ | | | | | 75 |
| Sterling L2A3, etc. | | | | | ✓ | | | | ✓ | | | + | | 75 |
| Sterling L34A1 | + | | | | ✓ | | | | ✓ | | | ✓ | | 76 |
| Steyr AUG 9mm Para | | | | | | | | ✓ | + | ✓ | | | | 76 |
| Steyr MPi 81, MPi 69 | ✓ | | | | ✓ | | ✓ | ✓ | ✓ | | | | | 77 |
| Steyr TMP | | | + | ✓ | | | | ✓ | | | | | | 77 |
| Walther MPK | | | ✓ | | ✓ | | | | | | | | | 78 |
| Walther MPL | | | | | ✓ | | | | ✓ | | | | | 78 |
| Weaver PKS-9 Ultralight | | | | | ✓ | | | | | | | | ✓ | 78 |

# FEATURES INDEX

## Features Index: Assault Rifles

| | Caliber | Compact | Folding Stock | Lightweight | 3-round Burst | Ambidextrous | Optical Sight | Very Accurate | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Alliant Techsystems OICW | 5.56 | | | | ✓ | ✓ | + | | | | | 83 |
| Beretta AR70 | 5.56 | | | ✓ | | | | | ✓ | | ✓ | 85 |
| Beretta SC70 | 5.56 | | ✓ | ✓ | | | | | ✓ | | ✓ | 85 |
| Beretta SC 70 Short | 5.56 | ✓ | ✓ | ✓ | | | | | ✓ | | ✓ | 85 |
| Beretta 70/90 | 5.56 | | | | ✓ | | | | ✓ | ✓ | ✓ | 85 |
| Beretta SC 70/90 | 5.56 | | ✓ | | ✓ | | | | ✓ | | ✓ | 85 |
| Beretta SCS 70/90 | 5.56 | ✓ | ✓ | | ✓ | | | | ✓ | | ✓ | 85 |
| CETME C | 7.62 | | | | | | | | | | ✓ | 86 |
| CETME L | 5.56 | | | ✓ | | | | | | ✓ | | 86 |
| CETME LC | 5.56 | ✓ | ✓ | ✓ | | | | | | | | 86 |
| CFI SAR 21 | 5.56 | ✓ | | | ✓ | ✓ | ✓ | | | | | 86 |
| CIS SR 88 | 5.56 | | | | ✓ | | | | | | ✓ | 87 |
| Colt M4 Carbine | 5.56 | ✓ | ✓ | ✓ | | | | | | | ✓ | 87 |
| Colt M16A1 | 5.56 | | | ✓ | | | | | | + | ✓ | 88 |
| Colt M16A2 | 5.56 | | | ✓ | ✓ | | | | | ✓ | | 88 |
| Colt M16 Commando | 5.56 | ✓ | ✓ | ✓ | | | | | | | ✓ | 88 |
| FN FAL, L1A1 | 7.62 | | | | | | | | ✓ | + | | 89 |
| FN FNC | 5.56 | | ✓ | | | | | | | ✓ | | 89 |
| GIAT FA-MAS | 5.56 | ✓ | | ✓ | ✓ | ✓ | | | | ✓ | | 90 |
| GIAT FA-MAS Commando | 5.56 | ✓ | | ✓ | ✓ | ✓ | | | | | | 90 |
| HK G3A3 | 7.62 | | | | | | | | ✓ | + | | 90 |
| HK G3A4 | 7.62 | | ✓ | | | | | | ✓ | | | 90 |
| HK G3K | 7.62 | ✓ | ✓ | | | | | | ✓ | | | 90 |
| HK G11 | 4.7 | ✓ | | | ✓ | ✓ | ✓ | ✓ | ✓ | | | 91 |
| HK G33E | 5.56 | | | | ✓ | | | | ✓ | ✓ | | 92 |
| HK G33K | 5.56 | ✓ | ✓ | | ✓ | | | | ✓ | | | 92 |
| HK G36E | 5.56 | | ✓ | ✓ | | ✓ | ✓ | | | ✓ | | 92 |
| HK G36K | 5.56 | ✓ | ✓ | ✓ | | ✓ | ✓ | | | ✓ | | 92 |
| HK G41E | 5.56 | | ✓ | | ✓ | | | | ✓ | | | 93 |
| HK G41K | 5.56 | ✓ | ✓ | | ✓ | | | | ✓ | | | 93 |
| IMI CTAR-21 | 5.56 | ✓ | | ✓ | ✓ | ✓ | ✓ | | | | | 94 |
| IMI Galil ARM | 5.56 | | | | | | | | | ✓ | | 93 |
| IMI Galil SAR | 5.56 | ✓ | ✓ | | | | | | | | | 93 |
| IMI STAR-21 | 5.56 | ✓ | | ✓ | ✓ | ✓ | ✓ | | | | | 94 |
| IMI TAR-21 Tavor | 5.56 | ✓ | | ✓ | ✓ | ✓ | ✓ | | | | | 94 |
| KAC Stoner SR-25 | 7.62 | | | | | | | ✓ | | | | 94 |
| KAC SR-25 Carbine, SR-25K | 7.62 | | | ✓ | | | | | | | | 94 |
| Norinco QBZ Type 95 | 5.8 | ✓ | | ✓ | | ✓ | | | | | | 95 |
| Norinco QBZ Type 97 | 5.56 | ✓ | | ✓ | | ✓ | | | | | | 95 |
| RSA AKM, AK-47 | 7.62R | | | | | | | | ✓ | + | + | 96 |
| RSA AKMS, AKS-47 | 7.62R | ✓ | ✓ | | | | | | ✓ | + | + | 96 |
| RSA AK-74 | 5.45R | | | | | | | | + | ✓ | ✓ | 96 |
| RSA AKS-74 | 5.45R | ✓ | ✓ | | | | | | + | ✓ | ✓ | 96 |
| RSA VAL AS | 9 R | ✓ | ✓ | ✓ | | | | | | | | 96 |
| RSAF L85A1 | 5.56 | ✓ | | | | | ✓ | ✓ | | ✓ | | 95 |

## Features Index: Assault Rifles (cont.)

| | Caliber | Compact | Folding Stock | Lightweight | 3-round Burst | Ambidextrous | Optical Sight | Very Accurate | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| SIG SG 540 | 5.56 | | | ✓ | ✓ | | | | | | | 97 |
| SIG SG 550 | 5.56 | | ✓ | | ✓ | | | ✓ | | | | 97 |
| SIG SG 551 | 5.56 | ✓ | ✓ | | ✓ | | | | | | | 97 |
| Steyr AUG | 5.56 | ✓ | | | ✓ | ✓ | ✓ | ✓ | | ✓ | | 98 |
| Steyr AUG Carbine | 5.56 | ✓ | | ✓ | ✓ | ✓ | ✓ | | | | | 98 |

## Features Index: Rifles

| | Caliber | Action | Silenced | Folding Stock | Adjustable Fittings | Bipod | Scope or Mount | Muzzle Brake | Very Accurate | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| AI Covert | md | bolt | ✓ | | | ✓ | ✓ | | + | ✓ | | | 102 |
| AI PM, L96A1 | md | bolt | | | | ✓ | ✓ | ✓ | + | ✓ | | | 102 |
| Barrett Model 82A1 | lg | semi | | | | ✓ | ✓ | ✓ | | ✓ | ✓ | | 103 |
| Barrett Model 82A2 | lg | semi | | | | | ✓ | ✓ | | ✓ | | | 103 |
| Barrett Model 90 | lg | bolt | | | | ✓ | ✓ | ✓ | | ✓ | ✓ | | 104 |
| Beretta Sniper | md | bolt | | | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | 104 |
| GIAT FR-F1 | md | bolt | | | ✓ | ✓ | ✓ | | | | | ✓ | 104 |
| GIAT FR-F2 | md | bolt | | | ✓ | ✓ | ✓ | | | | | | 104 |
| GIAT PGM UR Intervention | md | bolt | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | 105 |
| GIAT PGM UR Commando | md | bolt | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | | | 105 |
| Grendel SRT | md | bolt | | ✓ | | ✓ | ✓ | ✓ | | | | | 106 |
| HK G3 SG/1 | md | semi | | | | | ✓ | | ✓ | ✓ | ✓ | ✓ | 106 |
| HK MSG 90 | md | semi | | | ✓ | | ✓ | | ✓ | ✓ | | | 106 |
| HK PSG 1 | md | semi | | | ✓ | | ✓ | | ✓ | | | | 107 |
| IMI Galil Sniper | md | semi | | ✓ | ✓ | ✓ | ✓ | | | | | | 107 |
| LEI DeLisle Mark 3 | sm | bolt | + | | | ✓ | ✓ | | | | | ✓ | 108 |
| LEI DeLisle Mark 4 | md | bolt | ✓ | | | ✓ | ✓ | | | | | | 108 |
| Parker-Hale Model 85 | md | bolt | ✓ | | ✓ | ✓ | ✓ | | ✓ | | ✓ | | 108 |
| Remington M24 | md | bolt | | | ✓ | ✓ | ✓ | | ✓ | | | | 109 |
| Remington Model 700 | md | bolt | | | | | | | | ✓ | + | + | 109 |
| RSA Druganov SVD | md | semi | | | | | ✓ | | ✓ | | | ✓ | 110 |
| RSA VSS Silent Sniping Rifle | md | auto | + | ✓ | | | ✓ | ✓ | | | | | 111 |
| Ruger Mini-14 | md | semi | | | | | | | | ✓ | + | + | 110 |
| SIG SSG 550 | md | semi | | | ✓ | | ✓ | | ✓ | | | | 111 |
| Springfield M21 | md | semi | | | | | ✓ | | ✓ | ✓ | ✓ | ✓ | 112 |
| Steyr AMR | lg | semi | | | | ✓ | ✓ | ✓ | | | | | 112 |
| Steyr SSG 69, SSG-P | md | bolt | | | ✓ | | ✓ | | ✓ | | ✓ | | 113 |
| Steyr SSG-P Silenced | md | bolt | ✓ | | ✓ | | ✓ | | ✓ | | | | 113 |
| Technika Destroyer | lg | semi | | | | ✓ | ✓ | ✓ | | | | | 113 |
| Technika Top Gun | lg | bolt | | | | ✓ | ✓ | ✓ | | ✓ | | ✓ | 114 |
| Walther WA 2000 | md | semi | | | | ✓ | ✓ | ✓ | + | | | | 114 |

# FEATURES INDEX

## Features Index: Shotguns

| | Action | Autofire | All Ammo Sizes | All Ammo Types | Removable Mag | Folding Stock | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|
| Benelli 121 M1 | semi | | | ✓ | | | ✓ | | | 119 |
| Benelli M1 Super 90 | semi | | ✓ | ✓ | | | ✓ | ✓ | | 119 |
| Beretta 1201 FP3 | semi | | | ✓ | | | | | | 119 |
| Beretta M3P | semi | | | ✓ | ✓ | ✓ | | | | 120 |
| Beretta RS202-M2, etc. | pump | | ✓ | ✓ | | | | | ✓ | 120 |
| Bernardelli B4 | semi | | | ✓ | ✓ | ✓ | | | | 120 |
| Bernardelli B4/B | pump | | | ✓ | ✓ | ✓ | | | ✓ | 120 |
| Ceiner Ultimate | pump | | | ✓ | | | ✓ | | | 121 |
| Daewoo USAS-12 | semi | ✓ | | ✓ | ✓ | | | | | 121 |
| Franchi SPAS-12 | semi | | | ✓ | | ✓ | ✓ | ✓ | | 122 |
| Franchi SPAS-15, SPAS-15MIL | semi | | | ✓ | ✓ | ✓ | | | | 122 |
| HK 512 | semi | | | | | | | | | 122 |
| Mossberg 500 ATP8, ATP6 | pump | | | ✓ | | ✓ | ✓ | + | + | 123 |
| Mossberg 500 ATP8C, ATP6C | pump | | | ✓ | | | ✓ | ✓ | + | 123 |
| Pancor Jackhammer | semi | ✓ | | ✓ | ✓ | | | | | 123 |
| Remington 870 P, etc. | pump | | | ✓ | | ✓ | ✓ | + | ✓ | 124 |
| Winchester 1300 Defender | pump | | | ✓ | | | | ✓ | ✓ | 124 |
| Winchester 1300 Marine | pump | | | ✓ | | | | ✓ | | 124 |

## Features Index: Machineguns

| | Type | Belt Feed | Box Feed | Bipod | Changeable Barrel | Selective Fire | Very Reliable | Common | Inexpensive | Page |
|---|---|---|---|---|---|---|---|---|---|---|
| CETME Ameli | lt | ✓ | | ✓ | + | | | | | 128 |
| CIS .50 CIS | hvy | ✓ | | | ✓ | | | | | 128 |
| CIS Ultimax 100 | lt | | ✓ | ✓ | ✓ | | | | ✓ | 128 |
| Colt M16A2 LMG | lt | | ✓ | ✓ | | | | | + | 129 |
| FN MAG | med | ✓ | | ✓ | ✓ | | ✓ | + | | 129 |
| FN Minimi, Minimi Para | lt | ✓ | ✓ | ✓ | ✓ | | | ✓ | | 129 |
| FN M2HB/QCB | hvy | ✓ | | | ✓ | ✓ | + | + | | 130 |
| HK 21E | med | ✓ | | ✓ | ✓ | + | | | | 130 |
| HK 23E | lt | ✓ | | ✓ | ✓ | + | | | | 131 |
| IMI Negev, Negev Short | lt | ✓ | ✓ | ✓ | | ✓ | | | ✓ | 131 |
| Rheinmetall MG42/59, MG3 | med | ✓ | | ✓ | + | | | ✓ | | 132 |
| RSA Degtyarev DShKM | hvy | ✓ | | | | | ✓ | ✓ | | 133 |
| RSA NSV | hvy | ✓ | | | ✓ | | | ✓ | | 133 |
| RSA PKM | lt | ✓ | | ✓ | ✓ | | | ✓ | + | 133 |
| RSAF L86A1 | lt | | ✓ | ✓ | | ✓ | | | | 132 |
| Saco M60E1 | med | ✓ | | ✓ | ✓ | | ✓ | ✓ | | 134 |
| Steyr AUG HBAR | lt | | ✓ | ✓ | | ✓ | | | ✓ | 134 |



# Chapter One

# PISTOLS

# Pistols

Although second to the assault rifle as an infantry weapon, the pistol is an important class of military firearm, especially for special operations and anti-terrorism applications. In law enforcement (and in the hands of criminals), pistols are hands down the most common firearms around. The staggering variety of designs and models available is, then, no surprise, as the handgun is a very versatile concept. Pistols are maneuverable and easy to use in tight spaces. They're relatively light and easily carried. The largest are easier to conceal than any other class of weapon, while the smallest can be hidden under even light clothes. The primary weapons of most police and many special operations personnel, pistols are also carried by military officers and others, such as machinegunners, who need a general-purpose alternative to their primary weapon.

Pistols can be easily divided into two classes: revolvers and autoloaders. Each has its own advantages and disadvantages, although autoloaders have been the preferred weapon for military use since the turn of the century, and are rapidly gaining popularity among police forces as well. Revolvers are easy to operate and almost totally reliable, a result of their simple mechanics and the fact that dud rounds will not interfere with their operation. In contrast, the much more complex autoloaders malfunction more frequently, and jam any time a dud round or misfeed occurs. On the other hand, autoloaders can be fitted with large magazines, which are easily reloaded. Revolvers typically hold just six rounds (some models hold only five), and are relatively slow to reload. Furthermore, the necessary diameter of the cylinder makes revolvers bulky, limiting their utility as concealed or backup weapons.

Pistols go way back, in fact right back to the beginning of firearm development (Beretta, a family-owned company, traces its business back to the fifteenth century, and claims to be not just the oldest gunmaker around, but in fact the oldest documented company in existence). Like all early firearms, pistols until the nineteenth century were muzzle-loading single-shot weapons. The first revolvers appeared in the mid-1800s, with autoloaders following toward the end of the century. Although the technology has continued to develop since, many early designs are still around. The popular Browning High-Power was introduced in 1935, and the Colt M1911, which was the U.S. Army's service pistol until just a decade or so ago, entered production in 1911, and its design dates back to the 1890s.

Autoloaders have from their earliest days been popular as military weapons, although police forces have tended to stick with revolvers, especially in the U.S. Recently, though, police interest has turned toward autoloaders and this, combined with new requirements for military handguns, has spurred something of an explosion in autoloader design. A spate of new weapons has been designed around the 9mm Parabellum round, which has become a military standard. In fact, the U.S. Army's search in the early 1980s for a new service pistol resulted in several very good designs even among the losers of the competition. Several new combat rounds have also been developed in the past few years, further increasing the available options.

Most people understand how revolvers operate: five or six cartridges are contained in a cylinder, so that one round (or at least one slot) is aligned with the barrel. When the trigger is pulled, the cylinder rotates to align the next round with the barrel, and the hammer falls to fire the cartridge from within the cylinder, which acts as the chamber. The spent shell casing remains in the cylinder, until removed when the weapon is reloaded.

Autoloaders are a bit more complex, and there are two common types of operation. Each uses some of the recoil energy from the firing of the round to recock the weapon and load another cartridge. "Blowback" operation is the simplest. The blast of the firing round simply blows open the breach, knocking the slide back to eject the empty shell casing and recock the hammer. A return spring then forces the slide forward again, and a new round is scooped out of the magazine and

pushed into the chamber as the breech closes. The opening of the breech must be delayed until the bullet is clear of the weapon, or the propellant gasses will blast out of the breech and into the firer's face. Generally, the only thing that provides this delay is the weight of the slide and the tension of the return spring, so unless some other step is added to slow down the process, blowback operation is only suitable for relatively low-powered rounds.

Weapons firing heavier rounds are generally "recoil" operated. In recoil operation, the back-blast of the fired round forces back the slide and the barrel, which are locked together. When they have both travelled back a short distance, a mechanism is tripped that unlocks them. The barrel stops, but inertia keeps the slide going. It ejects the shell and recocks the hammer as it moves back, then, pushed forward by the return spring, it strips a new round from the magazine, closes with the barrel, and locks both back into their original position. The fact that the barrel and slide move together for a fraction of a second provides the delay necessary to ensure that the bullet is out of the barrel before the breech opens.

A few pistols are gas-operated, siphoning off a small amount of gas from the burning round to operate the breech mechanism. Because only the most powerful rounds merit the extra complexity of gas-operated designs, few gas-operated models exist. Gas operation is explained in the introduction to Chapter 3: Assault Rifles.

The terms "single-" and "double-action" apply to both revolvers and autoloaders, and describe whether or not a pistol must be cocked manually before it can be fired. Double-action revolvers have trigger mechanisms that pull back the hammer as the trigger is squeezed, releasing it to fire the round at the end of the trigger sweep. Single-action revolvers require that the hammer be cocked before the trigger is pulled—if not already cocked, the trigger will not function. Autoloaders work the same way, except that the weapon's mechanism automatically cocks the hammer after each round fired, so the trigger mechanism only affects the first round. This usually leads to a slight difference in trigger tension between the first round fired and all subsequent rounds.

As mentioned above, revolvers are very easy to use. Typically, a revolver is loaded by swinging the cylinder out to the side, removing any empty shell casings, then inserting new rounds. This can be a tedious process, especially when done under fire. Speed-loaders were developed to hasten the process—a speed-loader clips together six rounds, in position so that all six are inserted into the cylinder at once. Like autoloader magazines, several loaded speed-loaders can be kept on hand, to quickly replenish ammunition in the weapon.

Once loaded, double-action revolvers are very simple to operate. The manual safety is usually a small lever, positioned convenient to a right-hander's thumb. With the safety off, the user need only point and squeeze the trigger. Should a dud round or empty chamber be encountered, a second pull of the trigger will move on to the next round. When done, the safety is once again employed, and the weapon is safe. Many people like to make sure that the chamber in the firing position is unloaded, in case the hammer should be jolted by a shock or fall. Since the cylinder rotates to the next round as the trigger moves back, this doesn't prevent the weapon from firing on the next trigger pull, but it does reduce the number of rounds available before reloading.

Autoloaders are quicker and easier to reload, but much more complex to operate. Rounds are pre-loaded into box magazines. The user inserts a magazine into the bottom of the grip, then pulls back and releases the slide to chamber a round (it's possible to then remove the magazine and load an additional round, but that leaves one in the chamber, which isn't always safe if the weapon isn't going to be fired right away). At this point, the pistol is cocked and ready to fire—just point and shoot. To be carried safely, the cocked hammer must be lowered gently, either by hand or with a de-cocking lever, and the safety must be employed. In such a state, the safety has to be removed again before the weapon will fire, but a double-action pistol will recock the hammer as the trigger is pulled. If a dud round or misfeed occurs, the user must manually operate the slide to eject the malfunctioning round and chamber another. The slide locks to the rear once the magazine is emptied, at least on most autoloaders. That makes it obvious to the user that the weapon is empty, and takes a step out of the reloading process. The new magazine is inserted with the slide still open. Then the user simply thumbs the slide lock to close the breech and chamber a round, and is ready again to fire.

It's obvious, then, why autoloaders are so complex in operation. Most have three levers—a manual safety, a decocking lever, and a slide stop—as well a magazine release, and many have all

three duplicated on either side. Some autoloaders have done away with the manual safety, relying instead on an automatic internal safety that disengages the firing pin from the rest of the mechanism except when the trigger is being pulled. A few models do without a de-cocking lever as well. Nevertheless, autoloaders have much more potential for confusion than revolvers, especially with novice users.

Thousands of pistol models are available on the commercial market, although this text is restricted to a few dozen entries suitable for combat applications. The differences between combat and civilian pistols lie less in overall design than in features—in fact, many military and law-enforcement pistols are nothing more than commercial models with a few superficial changes, and vice-versa. Combat pistols generally feature good sights that are quick to use and easy to see under low-light conditions, rubber or checkered handgrips, and recurved trigger-guards that give purchase for a firm, sturdy grip with a second hand. A low profile is desirable, with sights and controls designed not to snag on a holster when drawn. Most combat autoloaders and virtually all revolvers are double-action, and many feature internal safeties that prevent firing unless the trigger is completely pulled, even if the weapon is dropped with the manual safety off.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game.*

### Reliability

Revolvers cannot become unreliable, except due to damage.

### Chambered Rounds

The magazine capacity for weapons in this book and the *d20 Modern Roleplaying Game* do not account for an extra round in the chamber.

Any firearm with a box magazine can also carry a round in the chamber. To put a round in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then, the magazine is removed, an extra bullet is added (to replace the one that was chambered), and the magazine is reinserted. This process takes an extra full round beyond the time normally required to load the weapon.

This rule applies to other classes of firearms employing box magazines (submachineguns and assault rifles, for example) as well as pistols.

# Astra

## Astra-Unceta y Cía SA, Spain

### Model A-60

| Caliber: | .380in Auto, .32in ACP |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 13 box (.380), 12 box (.32) |



The Astra A-60 is a small, lightweight pistol chambered for either the .380in Auto or .32in ACP round. It has a simple double-action mechanism and operates by blowback. There are safety levers on either side, and the decocking lever can be moved from one side to the other when the weapon is stripped, for the convenience of left-handed firers.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Astra A-60 | 2d4 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

### Model A-100

*also* A-90, A-80

| Caliber: | 9mm Parabellum, .45in ACP |
|---|---|
| Length: | 7 in. |
| Weight: | 2.5 lb. |
| Magazine: | 15 box (9mm), 8 box (.45) |



The Astra A-80, A-90, and A-100 pistols are virtually identical to one another, the difference lying only in a few features. All are double-action weapons, recoil-operated, and all were designed with safe use in mind. The A-80 features a decocking lever, manual safety, loaded chamber indicator, and an internal safety that keeps the firing pin out of the hammer's path until the trigger is almost completely pulled. The A-90 is identical, differing only in some mechanical improvements to the trigger mechanism. The A-100 has no manual safety, relying entirely on the decocking lever and internal safety. As with the A-60, above, the A-80 and A-90 have ambidextrous manual safeties, and all three have movable decocking levers.

The A-80 was introduced in 1980, with the others following over the next decade. All have had good police and military sales.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Astra A-100, A-90, A-80 | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

# BERETTA

Armi Beretta SpA, Italy

## Model 81BB

*ALSO* 81, 82BB

| Caliber: | .32in ACP |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb., 1.5 lb. (82) |
| Magazine: | 12 box, 9 box (82) |

In 1976, Beretta introduced three new models, numbered 81, 84, and 92, and chambered for the .32in ACP, .380in Auto, and 9mm Parabellum rounds, respectively. All three of the weapons were modern, double-action pistols featuring Beretta's trademark open slide (the slide is open on top, revealing the barrel). The model 81 is a blowback-operated pistol, with ambidextrous manual safety and magazine release button. The 81BB added an internal safety. The 82BB features a narrower grip, giving it a smaller magazine capacity, but making it easier and more comfortable to conceal. All of the models are coated in Beretta's "Bruniton," a Teflon derivative that protects and lubricates the parts. The original Model 81 is no longer in production, but the two variant models are, and all three are in use with police forces worldwide, especially in Europe.

The 81-series pistols look very much like the 84F pictured below.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta 81BB, 81, 82BB | 2d4 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

## Model 84F

*ALSO* 84, 84BB, 85BB, 85F

| Caliber: | .380in Auto |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb., 1.5 lb. (85) |
| Magazine: | 13 box, 8 box (85) |



The Model 84 was introduced in 1976, along with the 81 and 92 models. It is a double-action autoloader chambered for the .380in Auto round. The basic model is essentially the same in terms of features as the basic Model 81 (above), and, like the 81, was superseded by a BB model with an internal safety. An even later version, the 84F, added a de-cocking feature to the manual safety. The 85BB and 85F are slimmed-down versions of the 84BB and 84F. All are coated with "Bruniton," a Teflon-based protective bluing. The basic 84 model is no longer made, but all four variants are, and are used by law-enforcement organizations around the world. All have had very strong commercial sales as well.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta 84F, etc. | 2d4 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

## Model 92FS

*also* 92, 92S, 92SB, 92F

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 9 in. |
| Weight: | 3 lb. |
| Magazine: | 15 |



The Beretta 92 was the third of three models introduced in 1976, and it evolved through several variants to become the most popular. The 92 is a double-action weapon firing the popular 9mm Parabellum cartridge. Although it looks similar, if larger, than the 81 and 84 models, it's actually somewhat different in design, featuring a short recoil action rather than simple blowback.

In the United States, 92-series pistols are used by more law enforcement agencies than any other autoloader. Two early versions, the Model 92 and 92S, were adopted by the Italian and other militaries, but have since been discontinued. In 1980, Beretta submitted the 92SB to the U.S. army, which was looking for a service pistol to replace the aging M1911A1. Beretta beat out several competitors and won the contract, but some further modifications were required, resulting in the 92F.

The first variant, the 92S, differed from the original in the placement and design of the safety. The 92SB was the next evolution, incorporating an ambidextrous safety and moving the magazine release to a more ergonomic position. The 92F version, accepted by the army, changed the shape of the grip and trigger-guard to more easily accommodate two-handed firing. An even later version, the 92FS, added a slide over-travel stop. Several other variants have been developed, with minor mechanical differences. All (except a stainless steel version of the 92F) are coated with "Bruniton," a Teflon-based protective coating, and all except the 92 and 92S are in production.

The 92-series pistols have done very well in commercial sales, in addition to heavy military and police orders. They are frequently seen in movies and TV shows, as well.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta 92FS, etc. | 2d6 | 20 | Ballistic | 40 | S | Small | 17 | Lic (+1) |

## Model 92FS Compact

*also* 92F Compact, 92F-M

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 13 box, 8 box (92F-M) |

The 92F Compact and 92FS Compact are essentially the same as their full-sized namesakes, above. Their dimensions are reduced slightly in overall length, and in the length of the grip, which in turn reduces magazine capacity. On the 92F-M, the grip is also thinner, narrowing the weapon for purposes of concealability and further reducing magazine size.

**d20 Modern Rules:** This weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta 92FS C, etc. | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## Model 950

| Caliber: | .25in ACP |
|---|---|
| Length: | 4 in. |
| Weight: | 0.5 lb. |
| Magazine: | 8 box |



The Beretta Model 950 is a blowback-operated autoloader firing the .25in ACP cartridge. It is very small, by far the smallest and lightest weapon covered in this book. It features a tip-up barrel, that allows the user to pop it open to inspect the chamber, or to load a single round. The pistol is available with the Beretta "Bruniton" coating or a nickel finish.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta 950 | 2d4 | 20 | Ballistic | 10 | S | Tiny | 13 | Lic (+1) |

# Bernardelli

Bernardelli SpA, Italy

## P-018

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2.5 lb. |
| Magazine: | 16 box |



This pistol was specifically designed with military and police applications in mind. It is a recoil-operated double-action weapon of rugged design, with a recurved grip and trigger-guard for two-handed use and a reputation for low recoil, good balance, and accuracy.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Bernardelli P-018 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

# Browning

Browning SA, Belgium

## High-Power Mark 3S

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 13 box |



The Browning High-Power Mark 3S is a version of the FN Herstal High-Power Mark 3 designed specifically for police use (Browning is a subsidiary of FN Herstal, which makes only military weapons). Both weapons were introduced in 1989, and are single-action (requiring the hammer to be cocked before the first shot can be fired) and recoil operated. The Mark 3S is essentially the same as the Mark 3 (covered below), although most of the parts are not interchangeable. The only functional difference between the two weapons is an internal safety in the 3S not available in the Mark 3. The High-Power series is very popular worldwide, and the 3S has seen good sales to European police forces in particular.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Browning High-power Mark 3S | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

# CALICO

## Calico, USA

### MODEL 950

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 1 ft. 2 in. |
| Weight: | 3 lb. |
| Magazine: | 50 box |



The Calico 950 is a unique pistol in almost every regard. The weapon operates with a two-part, roller-locking bolt similar to that of the CETME and Heckler & Koch rifles (see the introduction to the Assault Rifles section for an explanation of the mechanical operation). The magazine is cylindrical, and sits above the weapon. The pistol is made of lightweight, modern materials, including cast aluminum and glass-fibre reinforced polymers.

All of these unique features are used to advantage in the design. The magazine, for example, holds fifty rounds (a much longer 100-round magazine is also available) in a helical pattern. Its position above the weapon actually aids in balance and reduces muzzle climb. In fact, despite its appearance, the 950 is quite easy to handle. Its functions are totally ambidextrous, and the ejection of shell-casings through the bottom of the weapon make the use of a brass-catcher practical. Despite these advantages, however, the 950 has not seen widespread adoption, probably due to its bulk.

**d20 Modern Rules:** Due to its bulky shape, this weapon imposes a –2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Calico M950 | 2d6 | 20 | Ballistic | 50 | S | Med | 17 | Lic (+1) |

# CESKÁ ZBROJOKA

## Ceská Zbrojoka, Czech Republic

### CZ 85

*ALSO* CZ 75

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2.5 lb. |
| Magazine: | 15 box |



The CZ 75 was introduced in 1975, and since then has gained a reputation as one of the finest combat handguns available. Obviously intended for export rather than home use (the 9mm Parabellum round was not used in the Czech Republic), the 75 and 85 models are double-action, recoil-operated pistols. They feature internal as well as manual safeties, and are safe with a round in the chamber.

The CZ 75 has the safety, slide catch, and magazine release on the left side, making it inconvenient for left-handers to use. The CZ 85 made these devices ambidextrous, improved the internal mechanism slightly, and added ribbing to the top of the slide to reduce glare. Both weapons have done well on the export market, but have not been picked up in numbers by any major police or military organization.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CZ 85, CZ 75 | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

# COLT

## Colt Industries, USA

### AGENT

| Caliber: | .38in Special |
|---|---|
| Length: | 7 in. |
| Weight: | 1 lb. |
| Magazine: | 6 cyl. |



First produced in the 1960s, the Colt Agent is one of the smallest revolvers firing the .38in Special round. It is a double-action pistol with small, rounded features for easy draw and concealability. It can be a little uncomfortable to shoot, especially for large-handed firers, but it is reliable and rugged.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt Agent | 2d6 | 20 | Ballistic | 30 | S | Small | 14 | Lic (+1) |

### DELTA ELITE

| Caliber: | 10mm |
|---|---|
| Length: | 9 in. |
| Weight: | 2.5 lb. |
| Magazine: | 7 box |



The Delta Elite is a single-action 10mm autoloader based closely on the design of the M1911 (page 31). Combining a tried and true design with a successful new round, it has essentially the same frame and features as its predecessor, including a grip safety and left side manual safety and slide lock. It adds rubber combat grips. Because of its similarity to the M1911 in design and feel, firers used to the older weapon will be comfortable shooting the Delta Elite.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt Delta Elite | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## Double Eagle

Like the Delta Elite, the Double Eagle is based on the successful M1911, and has similar dimensions and features. The Double Eagle is a more heavily modified design, however, featuring double-action, combat grips, and a recurved trigger-guard. It retains the grip safety, and like its predecessors is not an ambidextrous weapon. It is available chambered for the 9mm Parabellum, 10mm, or .45in ACP rounds.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt Double Eagle | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

| | |
|---|---|
| Caliber: | 9mm Parabellum, 10 mm, .45in ACP |
| Length: | 9 in. |
| Weight: | 3 lb. |
| Magazine: | 9 box, 8 box (10mm, .45in) |



## M1911A1

The M1911A1 has a history going back into the last century, when its design was begun by John Browning (namesake of the Browning High-Power and the .50-caliber machinegun) in 1896. It was submitted to the U.S. army in 1908, and entered service in 1911. A few modifications were made after the experience of the First World War, and the final version, the M1911A1, was the result. Since then, the weapon has gone on to become perhaps the most widespread pistol on earth. While a military version is no longer produced, commercial versions are, and the weapon remains in service with scores of military and police forces around the world.

The M1911A1 was the first autoloader to use a drop-cam operation, a form of recoil operation that has since been used in hundreds of designs. It is a single-action weapon, and features a left-side manual safety lever and a grip safety that prevents firing unless the grip is squeezed.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt M1911A1 | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

| | |
|---|---|
| Caliber: | .45in ACP |
| Length: | 9 in. |
| Weight: | 3 lb. |
| Magazine: | 8 box |



## Python

Introduced in 1955, the double-action Colt Python was the first weapon to bring revolver design out of the last century. A large, heavy weapon, the Python is chambered for the .357in Magnum round, although it will also fire the .38in Special round without modification. Although expensive for a revolver, the Python is a sturdy, comfortable, and accurate weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt Python .357 | 2d6 | 20 | Ballistic | 50 | S | Med | 17 | Lic (+1) |
| Colt Python .38 | 2d6 | 20 | Ballistic | 50 | S | Med | 17 | Lic (+1) |

| | |
|---|---|
| Caliber: | .357in Magnum, .38in Special |
| Length: | 11 in. |
| Weight: | 3 lb. |
| Magazine: | 6 cyl. |



### 2000

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 15 box |




Unlike most other Cold autoloaders, the Colt 2000 is a new design not based directly on the M1911 (page 31). A double-action, recoil-operated pistol, it features an ambidextrous magazine catch and an internal safety that negates the need for a manual safety. Although the slide is made of steel, the receiver is polymer, keeping weight down.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt 2000 | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

# FN Herstal

FN Herstal SA, Belgium

### BDA 9

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2.5 lb. |
| Magazine: | 14 box |



The BDA 9 is a recent variant of the High-Power, covered below. Like the High-Power, it is a recoil-operated weapon firing the 9mm Parabellum round and using the cam-dropped barrel mechanism first developed by John Browning for the M1911A1. Unlike the High-Power, it is also a double-action pistol, featuring an internal safety, an ambidextrous decocking lever in place of a manual safety, and a recurved trigger-guard for a two-handed grip. The magazine catch is not ambidextrous, but can be moved from one side of the pistol to the other. Because the internal safety prevents firing unless the trigger is almost fully pulled, the BDA 9 may be carried safely with a round chambered.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN BDA 9 | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

### BDA 9C

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 7 box |

The BDA 9C is a compact version of the BDA 9 above, shortened in length and in the grip. Its features and design are essentially the same as the BDA 9, although the grip has been shortened considerably. This reduces the capacity of the magazine to seven rounds (although the pistol will accept the BDA 9's fourteen-round magazine), and makes the weapon somewhat uncomfortable to fire.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN BDA 9C | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |



## Five-seveN

| Caliber: | 5.7mm |
|---|---|
| Length: | 8 in. (1 ft. 2 in. w/ suppressor) |
| Weight: | 1.5 lb. (2.5 lb. w/ suppressor.) |
| Magazine: | 20 box |

Introduced in the late '90s, the FN Five-seveN is unique in that it fires the same 5.7mm round employed in the FN P90 submachinegun (see page 65). That makes it an extremely powerful handgun—the 5.7mm round has characteristics more in keeping with rifle-caliber ammunition than a pistol or submachinegun round. It also offers ammunition compatibility with the P90, requiring forces armed with the latter to equip their soldiers with only one form of smallarm ammo.

Despite its power, the Five-seveN is reasonably compact and quite light. Made largely of polymers and composites, it features an internal safety, with no external hammer, safety, or decocking lever. It is recoil operated and double-action. A rail beneath the barrel makes fitting a laser sight or illuminator easy. A suppressor is available; however, using the suppressor requires replacing the standard barrel with a threaded one.

**d20 Modern Rules:** When fitted with its suppressor, this is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.



| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN Five-seveN | 2d8 | 20 | Ballistic | 40 | S | Small | 20 | Lic (+1) |
| (suppressed) | 2d8 | 20 | Ballistic | 40 | S | Med | — | — |

## High-Power Mark 3

*also* HP-35, Mark 1, Mark 2

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 13 box |

The original Browning High-Power was the last design of John Browning, an influential engineer who's accomplishments include the M1911A1 and many of the basic design concepts used in most autoloaders today. The High-Power Mark 3 is the latest incarnation of the original, and is only slightly evolved from earlier versions. The High-Power series has been extremely popular since its introduction before World War II, and is currently in use in over fifty countries.

FN believes that the High-Power's popularity vindicates its single-action design, and have retained it throughout all its versions. The HP-35 is the most modern production version of the original, and the Mark 1 had few changes. The Mark 2 made the safety lever ambidextrous, and changed the shape of the grips. The Mark 3 is the current version, and differs only by a further enlargement of the safety lever and some minor changes to the sights.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN High-power Mark 3, etc. | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |



# Glock

Glock GesmbH, Austria

## Model 17

*also model* 22

| | |
|---|---|
| Caliber: | 9mm Parabellum, .40in S&W (22) |
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 17 box, 15 box (22) |



Introduced in the early 1980s, the Glock 17 offered a number of innovations. Although the basic recoil-operated cam-dropped breech is essentially the same as found in the M1911A1, Browning High-Power, and many other weapons, the Glock makes extensive use of plastics, dispenses with external hammers, safeties, and slide locks, and has fewer than half the parts of most autoloaders. The result is an extremely rugged and reliable weapon, and the use of a safety switch on the trigger and two internal safeties make it quite safe as well. Furthermore, the Glock's light recoil and ergonomic grip make it a comfortable weapon to fire, and it enjoys a reputation for accuracy. The trigger resistance is adjustable, and the fact that it has no external devices makes the Glock 17 totally ambidextrous. The standard magazine holds seventeen rounds, but a slightly elongated "plus two" magazine is available that holds nineteen.

Contrary to some media representations, the use of plastics in the Glock weapons does not make them invisible to X-ray machines and metal detectors. The barrel and other metal parts are more than sufficient to be detected by even low-sensitivity devices.

The Glock 17 was adopted by the Austrian army in 1983, and has since been picked up by the militaries of over forty additional countries. In the U.S. alone, more than 2,000 police and government agencies issue the Glock. The Glock 22 fires the .40in S&W round, but is the same outside of magazine capacity and some minor dimensional differences. No "plus two" magazine is available for the Glock 22.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Glock 17, 22 | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

## Model 19

*also model* 23

| | |
|---|---|
| Caliber: | 9mm Parabellum, .40in S&W (23) |
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 15 box, 13 box (23) |

The Glock 19 is a compact version of the model 17, just above, and has the same features and safeties. Although the magazine capacity is slightly reduced, a "plus two" magazine is available. The 23 is the same as the 19, but chambered for the .40in S&W round, and has no "plus two" magazine option. Although slightly different in proportions, the Model 19 looks like the Model 17, pictured above.

**d20 Modern Rules:** This weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Glock 19, 23 | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

### Model 20

*also* model 21

| | |
|---|---|
| Caliber: | 10mm, .45in ACP (21) |
| Length: | 7 in. |
| Weight: | 2.5 lb. |
| Magazine: | 15 box, 13 box (21) |

The Glock 20 functions the same as the model 17 above, but is a slightly larger weapon built for the more powerful 10mm round. The model 21 is identical to the 20, but is chambered for the .45in ACP cartridge. Neither has a "plus two" magazine available, but even without them both have the largest magazines available in their calibers.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Glock 20 | 2d6 | 20 | Ballistic | 40 | S | Small | 17 | Lic (+1) |
| Glock 21 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |



# Heckler & Koch

## Heckler & Koch GmbH, Germany

### 0.45 Mk 23 Mod 0 USSOCOM

*also* SOCOM Pistol

| | |
|---|---|
| Caliber: | .45in ACP |
| Length: | 9 in. (1 ft. 5 in. w/ suppressor) |
| Weight: | 3 lb. (4 lb. w/ suppressor) |
| Magazine: | 12 box |



In the early 1990s the U.S. military sought a new pistol for its special forces. After a trial involving several competing designs, a modified version of the HK USP was selected, and given the designator HK 0.45 Mk 23 Mod 0 USSOCOM. (USSOCOM is short for U.S. Special Operations Command.) It entered service in significant numbers in the late 1990s.

The 0.45 Mk 23 Mod 0 USSOCOM is largely similar to the USP 45. It can be operated in single- or double-action mode, and includes a recoil-reduction mechanism, an ambidexterous safety, and a separate decocking lever that makes no noise and can be easily operated by a user wearing gloves. It comes with a suppressor (manufactured by Knight's Armament Company) and a laser sight that can project either an IR or visible dot.

The SOCOM Pistol is a civilian version. It's identical to the 0.45 Mk 23 Mod 0 USSOCOM, but does not include the suppressor or laser sight and has only a 10-round magazine.

**d20 Modern Rules:** When fitted with its suppressor, this is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK 0.45 Mk 23 Mod 0 USSOCOM | 2d6 | 20 | Ballistic | 30 | S | Med | 22 | Res (+2) |
| (silenced) | 2d6–1 | 20 | Ballistic | 30 | S | Med | — | — |

## P7M13

*ALSO* P7K3, P7M8, P7M10

| | |
|---|---|
| Caliber: | 9mm Parabellum, .380in Auto/.22LRin (K3), .40in S&W (M10) |
| Length: | 7 in. |
| Weight: | 3 lb., 2 lb. (K3, M8, M10) |
| Magazine: | 13 box, 10 box (M10), 8 box (K3, M8) |



The Heckler & Koch P7 series was created specifically with police use in mind. The design concept called for a weapon that was as safe as possible when carried, but that could be brought to action with a minimum of obstructions. The result is a pistol with a number of unique features.

The P7M13 is a blowback operated 9mm pistol that through a unique design uses expanding gas from the cartridge to delay the breech opening and reduce the felt recoil. It is a double-action weapon of sorts—a cocking lever along the front of the grip cocks the striker. When the user grasps the weapon, the hammer is automatically cocked by the grip lever. Should the firer drop or let go of the weapon, removing pressure from the lever, the weapon decocks and is safe. As a result, no other safety or decocking device is fitted, and the weapon is totally ambidextrous. Additionally, the wide grip allows for a near-vertical magazine, making the P7 very reliable when feeding.

The M8 version is essentially the same as the M13, but has a smaller magazine capacity. The P7M10 is also the same, but comes chambered for the .40in S&W round, and has a 10-round magazine. The P7K3 is slightly smaller, and comes with a conversion kit that allows it to fire either the .380in Auto or .22in LR round. Both 9mm versions have had decent sales among police forces in Europe, the U.S. and elsewhere, including the German police and special forces, while the others have had moderate commercial sales.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK P7K3 | 2d4 | 20 | Ballistic | 30 | S | Small | 19 | Lic (+1) |
| HK P7M8, P7M10, P7M13 | 2d6 | 20 | Ballistic | 30 | S | Small | 19, 20 | Lic (+1) |

## P9S

*ALSO* P9

| | |
|---|---|
| Caliber: | 9mm Parabellum, .45in ACP |
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 9 box (9mm), 7 box (.45) |



Introduced in 1972, the P9S is a double-action autoloader that uses a roller-locking breech similar to that in the G3 rifle and MP5 submachinegun. The magazine capacity is relatively small, and the placement of the magazine catch on the bottom of the grip requires two hands to remove the magazine. Additionally, the safety and decocking levers are placed only on the left side, making use inconvenient for left-handers. Despite these issues, however, the P9S has had wide police, military, and commercial sales.

The P9 is the same, but operates as a single-action. Both are available in 9mm Parabellum and .45in ACP.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK P9S, P9 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## USP

*ALSO* USP 9mm, USP 45

| | |
|---|---|
| Caliber: | .40in S&W, 9mm Parabellum (9mm), .45in ACP (45) |
| Length: | 7 in., 8 in. (45) |
| Weight: | 2 lb. |
| Magazine: | 13 box, 15 box (9mm), 12 box (45) |

Designed primarily for military and law enforcement use, the USP shares similar design principles with the P7 series of pistols: it is intended to be as safe as possible when carried, even when loaded and cocked, but can be brought to action quickly and without complications. It's more modern in design than earlier HK pistols, however, featuring a polymer frame and a rail under the barrel for mounting any of a series of HK accessories, such as illuminators or laser sights.

The USP is a double-action pistol, but is highly modifiable; it can easily be changed to single action. The control lever, which combines the functions of a safety and decocking lever, can be easily moved from left to right side to accommodate left-handed users. The magazine release is also

ambidexterous, and can be operated by the firing hand with no shift in the user's grip on the weapon. It is recoil-operated. Generally offered in a high-quality corrosion-resistant finish, it is also available with a polished stainless steel slide.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK USP | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |



# IMI

## Israel Military Industries Ltd., Israel

### Baby Eagle

*also* Jericho

| Caliber: | 9mm Parabellum, .40in S&W, .41in AE |
|---|---|
| Length: | 8 in. |
| Weight: | 3 lb. |
| Magazine: | 16 box, 10 box (.40in S&W), 11 box (.41in AE) |



The IMI Baby Eagle, also known as the Jericho, is a large, rugged double-action pistol. Despite its similar appearance to the Desert Eagle, below, the Baby Eagle is rather different in design, being recoil- rather than gas-operated. It is sold in 9mm Parabellum and .40in S&W calibers, although a special kit, comprised of a different barrel, return spring, and magazine, converts the 9mm version to fire the .41in AE round. The conversion can be easily carried out by the user. In all three calibers, the weapon is comfortable and accurate when fired.

The Baby Eagle and Desert Eagle are both produced under license in the U.S. by Magnum Research.

**d20 Modern Rules:** Converting the 9mm version of this weapon to the .41in AE version, or back, requires the conversion kit (purchase DC 13), 1 minute, and a Repair check (DC 5).

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Baby Eagle | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

### Desert Eagle

| Caliber: | .357in Magnum, .44in Mag, .50in AE |
|---|---|
| Length: | 10 in. |
| Weight: | 4 lb. |
| Magazine: | 10 box, 9 box (.44in), 8 box (.50in) |



The Desert Eagle is a unique gas-operated weapon, the most powerful autoloader made. It is large and heavy, but well-balanced, and in fact its gas-powered mechanism absorbs recoils, making it easier to fire than revolvers in the same calibers. Nevertheless, the Desert Eagle's size requires a user with large, strong hands.

The Desert Eagle's design dates back to the 1950s, although it passed through the hands of several manufacturers before entering production with IMI in the '80s. It is a double-action weapon that operates with a rotating bolt similar to those of most assault rifles. It features an ambidextrous safety mounted on the slide. The Desert Eagle is very accurate, especially when chambered for the .50in Action Express round.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Desert Eagle .357 | 2d6 | 20 | Ballistic | 40 | S | Med | 18 | Lic (+1) |
| IMI Desert Eagle .44 | 2d8 | 20 | Ballistic | 40 | S | Med | 18 | Lic (+1) |
| IMI Desert Eagle .50 | 2d8 | 20 | Ballistic | 50 | S | Med | 18 | Lic (+1) |

# La France

## La France Specialties, USA

### Colt .45 Silenced

| Caliber: | .45in ACP |
|---|---|
| Length: | 1 ft. 7 in. |
| Weight: | 4 lb. |
| Magazine: | 7 box |



Built from a heavily-modified Colt M1911A1, the Colt .45 Silenced has an integral suppressor that is attached to the slide rather than the barrel. (Despite the name, this weapon is actually suppressed, not silenced.) This gives the slide enough weight for the weapon to operate on blowback instead of recoil, and the result is an extremely reliable, accurate weapon that operates very quietly while firing standard .45in ACP cartridges.

**d20 Modern Rules:** This is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| LaFrance Colt .45 Silenced | 2d6 | 20 | Ballistic | 30 | S | Med | 18 | Res (+2) |
| (silenced) | 2d6–1 | 20 | Ballistic | 30 | S | Med | — | — |

### Nova

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 6 in. |
| Weight: | 1.5 lb. |
| Magazine: | 6 box |



The Nova is one of the smallest autoloaders firing the 9mm round. It is a recoil-operated double-action pistol. A special finish is standard, making the pistol virtually rustproof. The Nova has a reputation for reasonable accuracy despite its extremely small size.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| LaFrance Nova | 2d6 | 20 | Ballistic | 20 | S | Tiny | 15 | Lic (+1) |

# LEI

## Law Enforcement International Ltd., UK

### Mark 2

| Caliber: | .22in LR |
|---|---|
| Length: | 1 ft. 2 in. |
| Weight: | 2.5 lb. |
| Magazine: | 10 box |



The LEI Mark 2 is a fully silenced weapon made from a heavily-modified Ruger Mark 2. The low-maintenance suppressor is integral to the slide. The weapon is single-action, and operates by blowback.

The Mark 2 fires the .22in LR round, a cartridge generally thought not powerful enough for anything but sport or target shooting. A silenced weapon firing .22in LR is not unreasonable, however, for two reasons. First, it is assumed that most shots fired covertly will be well-placed, and against many targets the .22in round is sufficiently lethal . Second, because of the low velocity of the .22in LR round, it does not need to be cold-loaded to operate silently. The damage dealt by the .22in LR round is almost comparable to that dealt by cold-loaded ammunition of more powerful caliber.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| LEI Mark 2 | 2d4 | 20 | Ballistic | 20 | S | Med | 18 | Res (+2) |

# LLAMA

## Llama Gabilondo y Cía SA, Spain

### M-82

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 3 lb., 2 lb. (alloy) |
| Magazine: | 15 box |

Introduced in 1988, the Llama M-82 is a fairly typical 9mm autoloader. It operates by recoil, and has a double-action firing mechanism. The safety is slide-mounted, and appears on the left side only, making it inconvenient for left-handed users. The standard model is made entirely of steel, but an alloy-frame version is available that is significantly lighter. The M-82 is in service with the Spanish army. It looks very much like the M-87, below, although a little shorter.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Llama M-82 | 2d6 | 20 | Ballistic | 30 | S | Small | 18 | Lic (+1) |
| Llama M-82 (alloy) | 2d6 | 20 | Ballistic | 30 | S | Small | 19 | Lic (+1) |

## M-87

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 10 in. |
| Weight: | 3 lb. |
| Magazine: | 15 box |



The Llama M-87 is an enlarged, deluxe version of the M-82, above. It features a lengthened barrel, and an extension to the slide that adds a muzzle brake and counterweight for accuracy and comfort. The frame has a special corrosion-resistant nickel treatment, the magazine catch is enlarged for ergonomic reasons, and the trigger pull is adjustable.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Llama M-87 | 2d6 | 20 | Ballistic | 30 | S | Med | 20 | Lic (+1) |

# MAB

Manufacture d'Armes Automatiques, France

## PA15

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2.5 lb. |
| Magazine: | 15 box |



The PA15 is a 9mm autoloader in service with the French army. It operates by blowback, with an unusual delay device that causes the barrel to rotate as the slide goes back. The safety, slide lock, and magazine catch are all mounted on the left side, making the weapon inconvenient for left-handed users. MAB went out of business in the mid-1980s, so the PA15 is no longer produced.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| MAB PA15 | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

# Manhurin

Manufacture des Machines du Haut-Rhin, France

## MR-73

| Caliber: | .357in Magnum, .38in Special |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 6 cyl. |

The Manhurin MR-73 is a high-quality revolver designed especially for military and police applications. The design incorporates a number of safety and ease-of-use features, including a streamlined design to prevent hang-ups when pulled from a holster, and a roller-mounted trigger spring for smooth and even trigger pull. A cylinder change will allow the weapon to fire .38in Special cartridges. The MR-73 is in use with GIGN, the French counter-terrorist unit, and with many local police units in France and other European countries.

**d20 Modern Rules:** Converting the .357in Magnum version of this weapon to the .38in Special version, or back, requires the conversion kit (purchase DC 10), 1 minute, and a Repair check (DC 5).

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Manhurin MR73 | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |



# Ruger

## Sturm, Ruger, & Co. Inc., USA

### P-85 Mark II

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 8 in. |
| Weight: | 2.5 lb. |
| Magazine: | 15 box |

The 9mm P-85 Mark II was introduced in 1987, and is the first Ruger autoloader designed specifically for military applications. It is a double-action, recoil-operated weapon, with an ambidextrous safety and magazine catch. The trigger guard is recurved for a two-handed grip, and is large enough to allow use while wearing gloves. The weapon is normally finished in black, but is available with a stainless steel finish. There is also a variant that replaces the manual safety with a decocking lever.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Ruger P85 Mark II | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |



### Security-Six

*also Speed-Six, Service-Six*

| | |
|---|---|
| Caliber: | .357in Magnum, .38in Sp. (Service-Six) |
| Length: | 9 in. |
| Weight: | 2 lb. |
| Magazine: | 6 cyl. |

Introduced in 1972, the Security-Six is a double-action revolver designed specifically for police applications. It is a solid design, featuring an internal safety and easy disassembly for maintenance. The Speed-Six is identical, but has a rounded grip for easier concealment and draw. The Service-Six is also largely identical, but fires the .38in Special round. All are available with a blued surface or in stainless steel.

**d20 Modern Rules:** The Speed-Six grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Ruger Security-Six, Service-Six | 2d6 | 20 | Ballistic | 40 | S | Med | 14 | Lic (+1) |
| Ruger Speed-Six | 2d6 | 20 | Ballistic | 40 | S | Med | 13 | Lic (+1) |

# Russian State Arsenals

State arsenals of Russia and the former U.S.S.R.

## Makarov PM

| Caliber: | 9x18mm Russian |
|---|---|
| Length: | 6 in. |
| Weight: | 1.5 lb. |
| Magazine: | 8 box |



Introduced in the 1950s, the Makarov is the standard service pistol for the nations that were once part of the Soviet bloc. A double-action, blowback-operated pistol, the Makarov is a direct copy of the Walther PP, differing only in caliber, some minor functional aspects, and a modified shape. It fires the 9x18mm Russian round, which is not compatible with the 9mm Parabellum round (or the European 9x18mm Police round, which is not covered in this book). The Makarov has a reputation for being awkward to shoot, and the placement of the safety lever on the left makes the weapon inconvenient for use by left-handed firers.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA Makarov PM | 2d4 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

## PSM

| Caliber: | 5.45mm PSM |
|---|---|
| Length: | 6 in. |
| Weight: | 1 lb. |
| Magazine: | 8 box |



The PSM is a Soviet knock-off of the Walther PP, and is issued to the police, internal security, and military police forces throughout the ex-Soviet bloc. It was introduced in the early 1980s, and is a double-action blowback weapon with a narrow design for concealability. The PSM fires the 5.45mm round, which has a bottle-necked shell (common in rifle rounds, but unusual in pistol ammunition).

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA PSM | 2d4 | 20 | Ballistic | 20 | S | Small | 15 | Lic (+1) |

## P6

| Caliber: | 9x18mm Russian |
|---|---|
| Length: | 8 in. |
| Weight: | 2.5 lb. |
| Magazine: | 8 box |

The P6 is a suppressed weapon based on the Makarov PM (opposite). It has a two-part silencer, half of which is integral to the slide, with the other half being removable. It can be fired without the second half, but is not very efficient. With the removable part attached, however, the weapon is nearly silent. The P6 fires the same 9x18mm Russian round used in the Makarov. A latch on the side locks the slide, eliminating any mechanical noise, but requiring the slide to be worked manually each time the weapon is fired.

**d20 Modern Rules:** This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide latch is employed, the DC for the Listen check to hear the

weapon fire increases by 5, but the weapon's rate of fire becomes single shot.

If the endportion of the silencer is missing, the DC for the Listen check to hear the weapon fire is decreased by 5. Removing or attaching the endportion is an attack action. When the end portion is removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon. (The end portion is a Tiny object.)

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA P6 | 2d4 | 20 | Ballistic | 20 | S | Med | 18 | Res (+2) |



## Tokarev TT-33

| Caliber: | 7.62x26 Russian |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 8 box |

The TT-33 was initially introduced in 1930, but significant changes to the design were made in 1933, giving the weapon its name. The TT-33 is a basic recoil-operated single-action design. It offered no innovations at its introduction, but instead focussed on simplicity of manufacture. The pistol has no safety, but the hammer can be moved to a half-cocked position, locking the slide and trigger. Although obsolescent, the TT-33 is still manufactured and used in many ex-Soviet client states.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA Tokarev TT-30 | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |



# SIG

### SIG Swiss Industrial Company, Switzerland

## SIG-Sauer P220

*also* Pistole 75

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 9 box |

SIG is a Swiss firearm manufacturer with a very good reputation. But laws governing the export of weapons from Switzerland have forced SIG to partner up with a German company, J.P. Sauer & Sohn, to produce weapons for international commercial sale. The handguns covered here are all a result of that partnership, designed in Switzerland but manufactured in Germany.

The P220 is a modern 9mm autoloader, recoil-operated and double-action. The decocker acts as a safety, and there is another internal safety, so no manual safety lever is fitted. Like many European pistols, the magazine catch is located on the butt of the grip, requiring two hands to remove the magazine. The de-cocking lever appears only on the left side, so the weapon is not totally ambidextrous. It also has a fairly small magazine for a modern 9mm. Nevertheless, it has a solid reputation, and is used by the Swiss army (which refers to it as the Pistole 75), the Japanese defense force, and a number of police organizations and special forces worldwide.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG-Sauer P220 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |



## SIG-Sauer P225

also P6

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 8 box |

Similar in design, operation, and appearance to the P220 above, the P225 is a smaller, lighter weapon. It is a double-action, recoil-operated pistol, and aside from its dimensions, magazine capacity, and an improved internal safety, is essentially the same as the P220. It is in service with several German police forces (which refer to it as the P6), as well as various special forces and the U.S. Secret Service. The P225 looks essentially the same as the P220, above.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG-Sauer P225 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## SIG-Sauer P226

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 15 box |

The P226 was developed from the P220 and 225 as a contender for the new U.S. service pistol trials in 1980. Beretta won the trials with the Model 92, but the P226 performed very well, and was only dropped during final evaluation because of price. It has few changes from the earlier models, except for an increase in magazine capacity and the placement of the magazine release, which was moved up behind the trigger guard. It can be switched from one side to the other, but the decocker remains on the left side only, so the weapon is still not ambidextrous. The P226 looks more or less like the P220 pictured above.

Although the normal magazine for this weapon is a 15-round box, a 20-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG-Sauer P226 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## SIG-Sauer P228

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 13 box |



Introduced in 1988, the P228 was designed as a small weapon with a full-sized pistol's magazine capacity. The design was successful, and the resulting weapon is not just easily concealable, but also easily handled by users with small hands. Like the earlier 220-series weapons, it is a recoil-operated double-action pistol with a good internal safety, a decocker on the left side, and no manual safety lever. Like the P226, the magazine catch is on the side of the grip, and is moveable from one side to the other. A special feature of this pistol is its resistance to dust and dirt, a result of the very close design of its components.

**d20 Modern Rules:** This weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG-Sauer P228 | 2d6 | 20 | Ballistic | 30 | S | Small | 18 | Lic (+1) |

### SIG-Sauer P230

| Caliber: | .380in Auto, .32in ACP |
|---|---|
| Length: | 7 in. |
| Weight: | 1 lb. |
| Magazine: | 7 box, 8 box (.32in ACP) |

The P230 is a departure from the family of weapons described above. A double-action blowback-operated weapon firing a lighter round, the P230 was designed specifically for police work. It has no external safety lever, but, like other SIG designs, has a non-ambidextrous decocking lever. The P230 is available chambered for .380in Auto or .32in ACP round, and both calibers are available in black or a slightly heavier stainless steel.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG-Sauer P230 | 2d4 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |



# SITES

## SITES SpA, Italy

### M380 Resolver

| Caliber: | .380in Auto |
|---|---|
| Length: | 6 in. |
| Weight: | 1.5 lb. |
| Magazine: | 8 box |

This sleek pistol was designed with the philosophy that a concealed weapon that is uncomfortable, heavy, or complicated will inevitably give itself away, get left behind, or prove too much for an inexperienced user in a moment of stress. SITES set to work to create a pistol that could be comfortably carried all day, every day, and that required a minimum of functional knowledge on the part of the user. The result is the M380, a blowback-operated double-action pistol with a simple mechanical design, a smooth, narrow exterior (it's only five-eights inches wide), and no external devices except an unobtrusive magazine catch. With a double-action trigger and no external safety, the firer need only point and pull the trigger, so it can be used reliably by individuals with little experience.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SITES M380 Resolver | 2d4 | 20 | Ballistic | 30 | S | Tiny | 16 | Lic (+1) |



### M9 Resolver

ALSO M40

| Caliber: | 9mm Parabellum, .40in S&W (M40) |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 9 box |

The M9 is a spinoff of the M380 concept, although the use of the more powerful 9mm round required a substantially different design. The weapon is recoil operated, retaining the double-action trigger and internal-only safety of the M380. Other than that, and a slightly larger frame, the weapon is functionally and philosophically the same as its predecessor.

A version chambered for the .40in S&W round is also made, and referred to as the M40. Aside from the difference in caliber, it is the same as the M9. Although a little larger, both weapons look essentially like the M380, pictured above.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SITES M9 Resolver | 2d6 | 20 | Ballistic | 30 | S | Tiny | 16 | Lic (+1) |

# Smith and Wesson

Smith and Wesson, Inc., USA

### 1006

ALSO 1066, 1076

| Caliber: | 10mm |
|---|---|
| Length: | 9 in.,8 in. (1066,1076) |
| Weight: | 3 lb. |
| Magazine: | 9 box |



In the late '80s, Smith and Wesson introduced an entire generation of totally new autoloaders in 9mm, 10mm, .40in S&W, and .45in ACP calibers. The new models are represented by a series of four-digit numbers, the first two of which denote the design and caliber, while the third and fourth indicate types of features and materials, respectively. All of these new weapons are double-action and recoil-operated, and all employ two internal safeties and an ambidextrous manual safety mounted on the slide (except the 1076). Additionally, all are designed with combat-pistol features, such as wrap-around rubber grips, and checkered trigger-guards for improved two-handed use (although only some of the models have the recurved trigger-guard shape that even further improves two-handed grip). The weapons are obviously intended for police as well as commercial sales, and a great deal of input from police departments around the U.S. was solicited during design.

The 1000-series weapons fire the 10mm round. All three variants have stainless steel slides and frames. The 1066 and 1076 have shorter barrels than the basic 1006. The 1076 is the standard FBI service pistol, and has the slide-mounted safety replaced with a thumb-operated decocking lever.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 1006, 1066, 1076 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## 3913

*ALSO* 3914

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 8 box |

The 3900-series fires the 9mm Parabellum round, and is a slim, compact version of the 5900 pistols (page 48). The 3900s differ from the 6900s (which are also compact 9mm pistols) in that they give up magazine capacity for a narrower design, making the pistols easier to conceal. Both the 3913 and 3914 have the features described under the 1006, opposite. The 3913 has an alloy frame and stainless steel slide, while the 3914's slide is made of blued carbon steel.

**d20 Modern Rules:** This weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 3913, 3914 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## 4006

| Caliber: | .40in S&W |
|---|---|
| Length: | 7 in. |
| Weight: | 3 lb. |
| Magazine: | 11 box |



The 4006 was the first pistol made to fire the .40in S&W round. Both slide and frame are constructed of stainless steel, and it is generally the same in design as the 5900-series weapons below.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 4006 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## 4506

*ALSO* 4516, 4566

| Caliber: | .45in ACP |
|---|---|
| Length: | 9 in., 7 in. (4516), 8 in. (4566) |
| Weight: | 3 lb., 2.5 lb. (4516) |
| Magazine: | 8 box, 7 box (4516) |



Designed to combine the features of Smith and Wesson's new generation with the tried and true characteristics of a powerful, well-known round, the 4500-series weapons fire the .45in ACP cartridge. The pistols are generally the same in appearance and design as the 1000-series weapons above. All are made with stainless steel slides and frames, and have recurved trigger guards for a positive two-handed grip. The 4566 has a slightly shorter barrel than the 4506, while the 4516 is more compact overall.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 4506, 4516, 4566 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## 5903

*ALSO* 5904, 5906

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb., 2.5 lb. (5906) |
| Magazine: | 14 box |




The 5900-series weapons are the largest of the three new series firing the 9mm round. They are functionally identical to the 1000-series weapons (page 46), although they have the added feature of a recurved trigger-guard for improved two-handed grip. The 5903 has an alloy frame and stainless steel slide, while the 5904 has an alloy frame and carbon steel slide, and is blued. Both slide and frame of the 5906 are made of stainless steel.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 5903, 5904, 5906 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## 6904

*ALSO* 6906

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 12 box |

The 6900-series fires the 9mm cartridge, and is a compact version of the 5900, just above. The 6904 is blued, with an alloy frame and carbon steel slide, while on the 6906 both components are made of stainless steel. Although smaller, the 6900-series pistols look more or less the same as the 5900-model pictured above.

**d20 Modern Rules:** This weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 6904, 6906 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

## Mark 22 Model 0 Hush Puppy

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 9 in. (1 ft. 1 in. w/suppressor) |
| Weight: | 2 lb. (2.5 lb. w/ suppressor) |
| Magazine: | 8 box |

The Mark 22 Model 0 is a silenced weapon introduced during the Vietnam War. It was developed from the Smith and Wesson Model 39 (not the same as the 3900-series weapons covered above). A recoil-operated, double-action autoloader, it fires the 9mm Parabellum round. The safety is located on the left side of the slide, at the rear, and there is a slide lock which prevents the mechanism from operating when fired (thus eliminating mechanical noise, but forcing the user to operate the slide manually between shots). The barrel is slightly longer than that of the original Model 39, and the sights have been elevated to clear the bulky silencer. The weapon comes with a series of plugs that allow it to be carried underwater, although the plugs must be removed before the weapon can be fired. The silencer itself is removable, and cannot be used indefinitely. The interior baffles begin to disintegrate after about thirty rounds of subsonic ammunition, or just six standard rounds, are fired through it. After that it loses efficiency, and the plastic baffles must be replaced. The Mark 22 Model 0 is in use with the U.S. Navy Seals, but is no longer made.

**d20 Modern Rules:** When fitted with its silencer, this is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide latch is employed, the DC for

the Listen check to hear the weapon fire increases by 5, but the weapon's rate of fire becomes single shot.

After firing 6 standard bullets (or 30 cold-loaded bullets), the silencer becomes a suppressor. (Although the weapon's firing is audible, determining the location of the weapon by its sound alone requires a Listen check (DC 15). When firing cold-loaded ammunition the weapon operates silently; a Listen check (DC 15) is required to notice the sound of the weapon firing.) It can be returned to a silencer by replacing the internal baffles (purchase DC 10), which takes 1 minute.

This weapon comes with special plugs that prevent it from becoming unreliable when immersed. It cannot be fired with the plugs in place. Attaching or removing the plugs is a full-round action.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W Mk 22 Mod 0 Hush Puppy | 2d6 | 20 | Ballistic | 20 | S | Med | 19 | Res (+2) |
| (silenced) | 2d6–1 | 20 | Ballistic | 20 | S | Med | — | — |



## Model 10 M&P

| | |
|---|---|
| Caliber: | .38in Special |
| Length: | 9 in. |
| Weight: | 2 lb. |
| Magazine: | 6 cyl. |

The Model 10 is the most common revolver in the United States, and probably in the world. It is a simple design, with a double-action operation and a swing-out cylinder. It is a very common police weapon in the United States.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 10 M&P | 2d6 | 20 | Ballistic | 30 | S | Med | 15 | Lic (+1) |



## Model 19

| | |
|---|---|
| Caliber: | .357in Magnum |
| Length: | 9 in. |
| Weight: | 2.5 lb. |
| Magazine: | 6 cyl. |

The Model 19 is loosely based on the Model 10 design, although it is a larger weapon. Introduced in 1956, it fires the more powerful .357in Magnum round, has a swing-out cylinder, and operates by double-action. It is probably the most popular revolver in the caliber, and has enjoyed broad commercial and police sales throughout the U.S. and worldwide.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 19 | 2d6 | 20 | Ballistic | 40 | S | Med | 15 | Lic (+1) |



### Model 29

| Caliber: | .44in Magnum |
|---|---|
| Length: | 1 ft. |
| Weight: | 3 lb. |
| Magazine: | 6 cyl. |



The Model 29 is a large revolver firing the .44in Magnum round, and is without a doubt one of the most powerful handguns around. It is a double-action weapon with a swing-out cylinder. The power of the round requires a very sturdy weapon, and the Model 29 can be difficult to control, due to the sheer size and weight of the pistol as well as the noise and impact of firing. When properly controlled, however, it is quite accurate.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| S&W 29 | 2d8 | 20 | Ballistic | 50 | S | Med | 16 | Lic (+1) |

# Star

## Star Bonifacio Echeverria SA, Spain

### Firestar

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 6 in. |
| Weight: | 2 lb. |
| Magazine: | 7 box |



A single-action, recoil-operated weapon, the Firestar is one of the smallest pistols firing the 9mm Parabellum round. It features an internal safety as well as an ambidextrous manual safety, and a recurved trigger-guard for a two-handed grip. Its construction makes it an accurate and reliable little weapon.

**d20 Modern Rules:** This weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Star Firestar | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

### Model 30M

*also* 30PK

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in., 7 in. (PK) |
| Weight: | 3 lb., 2 lb. (PK) |
| Magazine: | 15 box |

The Star Model 30 was introduced in 1988, and is based on the company's earlier designs. It is a full-sized double-action autoloader, recoil-operated. The weapon's ambidextrous manual safety is unusual in that it allows the trigger to be pulled even with the safety applied (most manual safeties lock the trigger). While the weapon remains safe (it will not fire), the effect of this feature may be a split-second of confusion when every split-second counts. Nevertheless, the Model 30 has an excellent reputation for accuracy, and is in service with Spanish and Peruvian police and military units.

The Model 30M is made entirely of steel, while the 30PK, which is slightly smaller, has a lighter alloy frame.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Star 30M, 30 PK | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

# STEYR

## Steyr-Mannlicher GesmbH, Austria

### GB

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 9 in. |
| Weight: | 2.5 lb. |
| Magazine: | 18 box |



The Steyr GB is a large double-action blowback-operated weapon designed in the early 1980s for the Austrian army, which declined to accept it in favor of the Glock. It has an unusual mechanism similar to that of the HK VP70 (page 69), that uses gas from the fired cartridge to delay the opening of the breech. The GB has a decocking lever mounted on the slide that also acts as a safety, and there is no other manual safety fitted. Although the very large magazine makes the weapon bulky and not well-suited for small-handed users, the GB is comfortable when fired, and enjoys a reputation for reliability and accuracy. It is in service with many police forces in Austria and the United States, but is no longer in production.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr GB | 2d6 | 20 | Ballistic | 30 | S | Small | 18 | Lic (+1) |

### SPP

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 11 in. |
| Weight: | 4 lb. |
| Magazine: | 15 box |



Introduced in 1989, the Steyr SPP (Special Purpose Pistol) is a pistol variant of the TMP, covered in Chapter 2: Submachineguns. It is a recoil-operated double-action weapon with a synthetic receiver and frame.

Although the normal magazine for this weapon is a 15-round box, a 20-round box and 25-round box are also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr SPP | 2d6 | 20 | Ballistic | 30 | S | Med | 18 | Lic (+1) |

# TANFOGLIO

## Fabrica d'Armi Fratelli Tanfoglio SpA, Italy

### Baby

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 12 box |

The Tanfoglio Baby is a compact version of the TA90, below. It has the same general mechanics and layout. It is an easily concealed weapon, and is very accurate for its size. Although shorter in length and grip, the Baby looks pretty much the same as the TA-90.

**d20 Modern Rules:** This weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Tanfoglio Baby | 2d6 | 20 | Ballistic | 30 | S | Small | 15 | Lic (+1) |

### TA90

*also* GT41

| Caliber: | 9mm Parabellum, .41in AE (GT41) |
|---|---|
| Length: | 8 in. |
| Weight: | 2.5 lb. |
| Magazine: | 15 box, 11 box (GT41) |



The TA90 is a double-action recoil-operated autoloader firing the 9mm Parabellum round. It features a non-ambidextrous manual safety that affects several aspects of the weapon's internal mechanism (acting, in effect, like four different safeties operated by a single lever), rubber grips, and a recurved trigger guard for a good two-handed grip. The GT41 is a variant firing the .41in Action Express round. It has some minor styling changes, a repositioned safety, and a reduced magazine capacity.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Tanfoglio TA90 | 2d6 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |

# WALTHER

## Carl Walther Waffenfabrik, Germany

### Model PP

*also* PPK

| Caliber: | .22in LR, .25in ACP, .32in ACP, .380in Auto |
|---|---|
| Length: | 7 in., 6 in. (PPK) |
| Weight: | 1.5 lb. |
| Magazine: | 8 box, 7 box (PPK) |

The Walther PP and its compact sister, the PPK, date back to about 1930. The PP is a blowback-operated double-action weapon, and was in fact one of the world's first double-action autoloaders. A simple and reliable weapon, it features an internal safety and a manual safety on the left side. The PPK functions identically, and is merely a down-sized version of the PP.

Both models have been produced in four calibers, although only the .32in ACP and the .380in Auto variants are still in production. The PP design spawned many copies, and knock-offs or versions produced under license are made in many countries. Despite the PP's age, it is still in widespread service with military, police, and government agencies in Germany and all over Europe, and it continues to enjoy good commercial sales. The PPK, of course, isJames Bond's trademark weapon.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| Weapon | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther PP .22, .32, .380 | 2d4 | 20 | Ballistic | 30 | S | Small | 18 | Lic (+1) |
| Walther PP .25 | 2d4 | 20 | Ballistic | 20 | S | Small | 18 | Lic (+1) |
| Walther PPK .22 | 2d4 | 20 | Ballistic | 20 | S | Small | 16 | Lic (+1) |
| Walther PPK .25 | 2d4 | 20 | Ballistic | 10 | S | Small | 16 | Lic (+1) |
| Walther PPK .32, .380 | 2d4 | 20 | Ballistic | 30 | S | Small | 16 | Lic (+1) |



## Model P5

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 8 box |

Introduced in 1979, the Walther P5 is a recoil-operated, double-action design that evolved from the company's earlier models. It features, however, an innovative safety system that has no less than four internal safeties, all actuated by the decocking lever on the left side. This makes the weapon very safe to carry, even with a round chambered, and no other external safety is fitted. Unfortunately, the decocker is not ambidextrous, and the magazine catch is on the butt of the weapon, requiring both hands to unload it. The P5 is carried by police in the Netherlands, and by some German police forces. It has also been picked up by the Portuguese and Nigerian armies, and some military forces in South America.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther P5 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |



## Model P5 Compact

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 8 box |

As the name suggests, this weapon is a compact version of the P5, just above. It features the same system of safeties as the P5, and with the exception of the magazine catch, which has been moved to the side of the grip, it is functionally the same. It was designed for concealment, and not to catch on the user's clothing when drawn, and is a very comfortable weapon for users with small hands.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther P5 Compact | 2d6 | 20 | Ballistic | 30 | S | Small | 20 | Lic (+1) |



# PISTOLS

## Model P-88

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2.5 lb. |
| Magazine: | 15 box |



The P-88 was introduced in 1988, and is another double-action, recoil-operated 9mm autoloader. Its simple controls are fully ambidextrous, with a combined decocker/slide release lever mounted on the receiver and the magazine catch on the grip. The safety is internal, and no manual safety is fitted. The trigger guard is checkered to give a good two-handed grip, but not recurved. It has been evaluated by several military organizations, including the British army.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther P-88 | 2d6 | 20 | Ballistic | 30 | S | Small | 19 | Lic (+1) |

## Model P-88 Compact

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 14 box |

This pistol is a compact version of the P-88 above. It has the same simple features as its full-sized namesake, and operates identically. With a fourteen-round magazine, the P-88 Compact has exceptional ammunition capacity for a compact pistol.

**d20 Modern Rules:** This weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther P-88 Compact | 2d6 | 20 | Ballistic | 30 | S | Small | 18 | Lic (+1) |

## Model P-99

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 7 in. |
| Weight: | 2 lb. |
| Magazine: | 16 box |



Designed for German police use, the P99 is a simple to operate weapon that remains very safe, even when loaded and cocked. Recoil operated, it can be used in either a double-action or single-action mode. It features no fewer than four safeties: a trigger safety, a decocking lever, a drop lever, and an internal safety. Even when cocked, the first shot fired has a much longer, harder trigger pull than normal, making an accidental discharge unlikely.

The P99 has an ergonomic design, featuring fully ambidexterous controls and a backstrap (rear part of the grip) that can be replaced to change the shape of the grip. Its lack of protruding controls and external hammer make it easy to deploy.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther P-99 | 2d6 | 20 | Ballistic | 30 | S | Small | 17 | Lic (+1) |

# Chapter Two
# SUBMACHINEGUNS

# Submachineguns

Submachinegun design has a long and spotty history, driven by the perceived need, or lack of need, for an automatic weapon firing a pistol cartridge. Having roots in the last century, the submachinegun did not see its true design or operational potential met until the Second World War. Since then, submachinegun development has tapered off substantially, although interest was dramatically rekindled in the '70s with a need for an ideal counterterrorism weapon. Today, submachinegun designs are many and varied, and developments since World War Two have led to some truly sophisticated weapons.

Although the idea of an automatic weapon firing pistol-type ammunition goes back to the 1890s, the first real submachinegun did not appear until early in the First World War. The Italian Villar Perosa (or VP, as it came to be known) consisted of two lightweight automatic weapons joined together, and was originally an aircraft weapon. It was quickly modified for use on vehicles and by infantry. The Germans, who had been producing several automatic versions of their pistols, captured a great many VPs, and, in 1918, issued their own design, the Bergmann MP181. The MP181 had many limitations, however, as it could only be fired on automatic and actually weighed more than a rifle.

In the U.S., John T. Thompson introduced the first in a series of submachineguns in 1917. It was a dismal failure, but led to an evolution of models that culminated in the early '20s in the Tommy gun. Used notoriously by gangsters and police in the prohibition years, the Tommy gun was not adopted by the military until around 1940, when it was designated the M1 Thompson.

Between the wars little need was seen for automatic pistol-calibre weapons, and few new designs were introduced. But German experiences in the Spanish Civil War led them to a revitalized interest in the weapons, and the Germans developed the MP38 just prior to World War II. This weapon introduced several new design concepts, most notably the folding stock, and ushered in a whole new generation of weapons. These were characterized by their light weight and simple, easy to manufacture components. The most prolific member of this generation was the British Sten, without a doubt the most inexpensive submachinegun ever produced.

Although interest in submachineguns tapered off once again after the war, advances in design did not end altogether. An Israeli named Uziel Gal came up with the next big innovation: the wrap-around (or telescoping) bolt found in the Uzi and many subsequent designs (the Uzi, obviously, is named after Gal, as is the Galil assault rifle). In telescoping-bolt weapons, the barrel and chamber protrude into the receiver. The bolt is large and hollow, and actually fits over the end of the chamber when closed. This design has a number of advantages. The bolt can be large and heavy without being too long, thus keeping down the rate of fire without requiring a lengthening of the weapon. The pistol grip and magazine well can be combined, making the magazine more secure and easier to load. Finally, with the weight of the bolt forward relative to the barrel, but still over the firing hand, the weapon tends not to climb when fired, and is therefor more controllable and accurate.

Since the Uzi's development in the late '40s, a plethora of new weapons have appeared on the scene, especially since the advent of international terrorism in the 1970s. Many are based on the designs of the Second World War, while others incorporate the telescoping bolt principle. A few introduced their own innovations. One example is the Heckler & Koch MP5 family, which uses a scaled-down version of the roller-locked system found in the company's assault rifles (see the introduction to Chapter 3: Assault Rifles for a description of the mechanism). Another is the Czech vz62 Skorpion, which employs a unique angled buffer within the pistol grip. Both of these weapons were introduced in the '60s, and despite the recent explosion in models available, there have been

few truly new ideas since. Until just recently, virtually every submachinegun made has been chambered for the 9mm Parabellum round.

In the late 1980s the proliferation of submachineguns and manic miniaturization of assault rifles collided, resulting in some interesting hybrids. In some cases, such as the Colt 9mm (just an M-16 re-tooled to fire the 9mm Parabellum cartridge), the result is a sub-compact assault rifle firing a pistol round. Others, such as the Russian AKSU and the Heckler & Koch MP53, end up with a submachinegun firing a rifle cartridge. While the Colt has been well-received, it remains to be seen if the higher-powered cousins will find an application.

Despite their apparent similarity to assault rifles and machineguns, submachineguns operate more like pistols than like any other class of weapon. Most are blowback-operated, meaning that the bolt is simply blown open by the blast of the fired round. Although this operating method is only appropriate for pistols firing low-powered rounds, it works for submachineguns because they have heavier bolts and stronger return springs, which provide sufficient delay in the opening of the breech. Most submachineguns fire from what is called the "open-bolt" position. That means they begin and end their firing cycle with the bolt locked rearward, leaving the chamber open. When the trigger is pulled, the bolt is released, and moves forward under pressure from the return spring. It scrapes a round from the top of the magazine and pushes it into the chamber as it closes the breech. The round fires, and the blast blows the bolt back. It locks back in the rearward position, after recocking the trigger, and the weapon is ready to fire again. Of course, on automatic fire, the bolt doesn't lock, but just moves forward again to repeat the cycle, so long as the trigger is depressed. Open-bolt firing prevents chamber overheating, which can be a real problem with the high rates of fire of most submachineguns. Unfortunately, the fact that the bolt moves prior to firing means that open-bolt designs are inherently less accurate than similar closed-bolt weapons, especially if the design is not well-balanced.

If submachineguns resemble pistols in the way they work, they resemble assault rifles in how they are operated. Most are fed by box magazines, which are inserted either into the pistol-grip, or just forward. The user then pulls a charging handle, to lock the bolt to the rear. A single lever generally controls the safety and fire selection. Most submachineguns allow only single shot or automatic fire, although a few newer designs also offer three-round-burst settings.

Submachineguns are notorious for inaccuracy, especially in the hands of the inexperienced. The truth is, many submachineguns are quite accurate in single-shot mode. Their recoil and high rates of fire tend to disperse shots fired on automatic, however, and often only the first two or three rounds in a burst have any chance of hitting their intended target. The use of two hands, even on small submachineguns, adds greatly to stability, so well-trained users fire even small submachineguns with two hands, in short, controlled bursts.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game.*

### Machine Pistols

Any submachinegun size Medium-size or smaller is considered a handgun. Automatic handguns are informally refered to as "machine pistols." Like any other handgun (or any other Medium-size or smaller weapon), a machine pistol can be fired one-handed. However, when fired on the automatic rate of fire, a machine pistol imposes a –1 penalty on all attacks. This penalty is negated if the weapon is fired two-handed.

### Loading Large Magazines

According to the *d20 Modern Roleplaying Game* (see Reloading Firearms in Chapter 4), refilling a box magazine is a full-round action. Actually, as a full-round action you can refill up to 20 rounds of ammunition in a box magazine. Larger box magazines take more than one round to fill. For example, a 30-round box magazine takes two full rounds to fill. A 42-round box magazine takes three

full rounds to fill. You do not have to fill a magazine to its full capacity; if you can only spare one full round, you can choose to partially-fill a large magazine if desired.

## Folding Stocks

Many submachineguns (as well as some assault rifles and a few sniper rifles) feature folding stocks. (Some weapons have collapsible stocks; for game purposes these are the same as folding stocks.) In many cases, folding the weapon's stock grants a bonus to Sleight of Hand checks made to conceal the weapon (see the individual weapon descriptions). Using a Large or larger weapon with the stock folded imposes a –1 penalty on all attacks. Folding or unfolding a folding stock is a move action. If you have a base attack bonus of +1 or higher, you can fold or unfold a folding stock as a free action when moving.

## Burst Fire

Some weapons have 3-round burst settings even if they do not have an automatic rate of fire. These weapons can be used with the Burst Fire feat. They cannot be used to make autofire attacks or to gain any other benefit of the automatic rate of fire. They do not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra bullets are wasted.

# ARES

## ARES, Inc., USA

### Folding SMG

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 1 ft. 8 in. (10 in. folded) |
| Weight: | 6 lb. |
| Magazine: | 32 box |



The ARES Folding submachinegun is a unique weapon designed for compactness, concealment, and portability. It is blowback-operated and fairly conventional internally. What makes it unusual is that the entire weapon, including the magazine, folds into a box-shape not much bigger than a large hand radio. The folded weapon has no protrusions—in fact, the ARES Folding has no sights. It can be unfolded and ready to fire almost instantly. The ARES has finished its development cycle, but only prototypes exist currently. It is available for custom production, however, and such a unique weapon is likely to find a wider market.

Although the normal magazine for this weapon is a 32-round box, a 20-round box and 25-round box are also available.

**d20 Modern Rules:** When folded, this weapon becomes a Medium-size object.

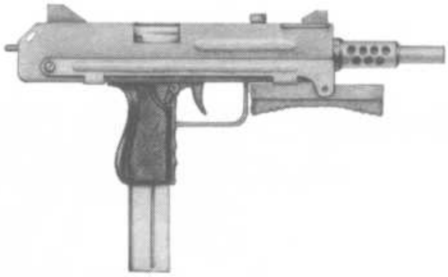
| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| ARES Folding | 2d6 | 20 | Ballistic | 50 | S, A | Large | 19 | Res (+2) |

# Armscor

## Armscor, South Africa

### BXP

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 0 in. (1 ft. 3 in. folded) |
| Weight: | 6 lb. |
| Magazine: | 32 box |



Introduced in the early 1980s, the Armscor BXP is a compact, conventionally designed blowback submachinegun with a telescoping bolt. It fires from the open bolt, and has a high rate of fire, but is well-balanced and relatively easy to control, even with one hand. The cocking handle is on the top, and the grip-mounted safety is ambidextrous. The two-stage trigger controls fire selection. When pulled partially, the weapon fires single shots, but when pulled fully it fires on full automatic. The BXP is coated with a permanent dry lubricant that protects its parts against wear and corrosion.

Although the normal magazine for this weapon is a 32-round box, a 22-round box is also available.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Armscor BXP | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |

# Beretta

Armi Beretta SpA, Italy

## Model 12S

*also* 12

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 2 in. (1 ft. 5 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 32 box |



The Beretta Model 12 was introduced in the late 1950s, and was almost immediately adopted by the Italian army. The weapon was one of the earliest production submachineguns to use a telescoping bolt. A reliable design, it has become very popular, with strong military sales in Africa and South America. It features a grip safety, a push-through fire selector switch, and an additional manual safety above the grip.

The 12S is a later version, with a few minor changes. The Model 12's fire selection and safety buttons have been replaced with a single, non-ambidextrous switch. The sights are improved, and a corrosion-resistant coating applied.

Although the normal magazine for this weapon is a 32-round box, a 20-round box and 40-round box are also available.

**d20 Modern Rules:** With its magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

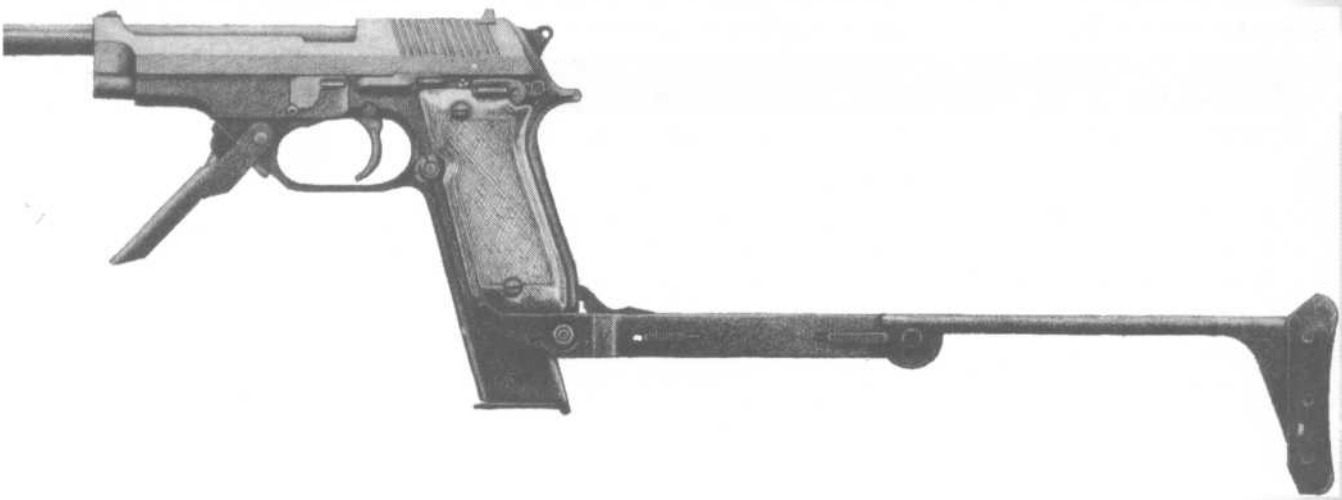
| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta Model 12S, 12 | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |

## Model 93R

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 9 in. (1 ft. 10 in. w/ stock) |
| Weight: | 3 lb. |
| Magazine: | 20 box |

The 93R is a large pistol with a three-round burst facility. It is very close in design to the Beretta 92-series pistols. In order to improve controllability (a notorious problem with machine-pistols), the barrel has a muzzle brake and there is a fold-down handle forward of the trigger guard. The fire selector/manual safety is located on the left side of the weapon. A folding stock is provided, which can be attached and removed quickly. A twenty-round magazine, which sticks out of the bottom of the grip, comes with the weapon, although it will also accept the 15-round Beretta 92 magazines. The 93R, like all firearms, can be field-stripped by the user, but its fire selector mechanism requires occasional cleaning beyond the ability of the layman.

**d20 Modern Rules:** This weapon needs special maintenance, requiring a Repair check (DC 15) and 10 minutes. At the end of a day in which this weapon is used, the Model 93R becomes unreliable until it receives this maintenance.



This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. This weapon has no full-automatic setting, and cannot be used to make autofire attacks.

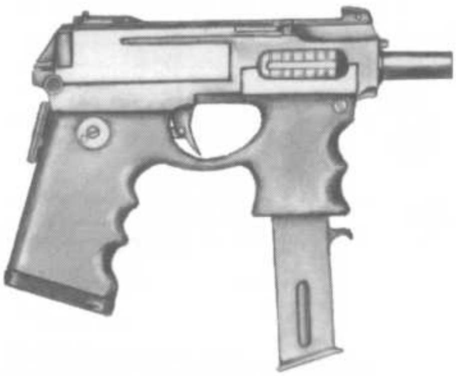
| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta 93-R | 2d6 | 20 | Ballistic | 40 | S, A | Med | 20 | Res (+2) |

# Bushman

## Bushman Ltd., UK

### IDW

| | |
|---|---|
| Caliber: | 9mm Parbellum, 10mm, .41in AE |
| Length: | 11 in. |
| Weight: | 7 lb. |
| Magazine: | 32 box |



The Bushman IDW (Individual Defense Weapon) is a unique submachinegun. It has a variable rate of fire that is factory-set at a mechanically optimal 450 rounds per minute, but that can be altered by the user to any rate up to 1400 rounds per minute. The Bushman is blowback-operated, firing from the open bolt, but the bolt is so light that it has little effect on accuracy. In fact, the Bushman is a very accurate submachinegun, even when fired with one hand. Altering the fire regulator to a higher rate has little negative effect on this accuracy.

The Bushman is a compact weapon, made entirely of machined alloy and stainless steel. It has a left-side thumb lever that actuates the manual safety and selects between single or automatic fire (even on automatic fire, the user can opt for a single shot by only partially pulling the trigger). The cocking handle is on the rear of the weapon, and there is a grip safety through which the user can tell whether or not the weapon is cocked. There is an additional internal safety.

Although the normal magazine for this weapon is a 32-round box, a 20-round box and 28-round box are also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Bushman IDW | 2d6 | 20 | Ballistic | 30 | S, A | Med | 21 | Res (+2) |
| Bushman IDW 10mm | 2d6 | 20 | Ballistic | 40 | S, A | Med | 21 | Res (+2) |
| Bushman IDW .41inAE | 2d8 | 20 | Ballistic | 40 | S, A | Med | 21 | Res (+2) |

# Calico

## Calico, USA

### Model 960A

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 2 ft. 7 in. (1 ft. 9 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 50 box |

The Calico 960A is a unique design closely related to the model 950 pistol (page 29). Like the 950, the 960A uses a roller-locked blowback action similar to the HK MP5, and fires from the closed-bolt position. It is made of modern, lightweight materials, and has the pistol grip located behind, rather than below, the action. This, combined with the top-mounted magazine, gives the weapon excellent balance and control properties.

The Calico weapons all feed from unique cylindrical magazines that hold the rounds in a helix pattern within. An optional speedloader makes loading a quick and easy task, and the magazine spring can be relaxed, so that loaded magazines may be stored indefinitely without damage to the



spring. The fire selector/safety switch appears on both sides, and since rounds are ejected from the bottom, the 960A is truly ambidextrous. The rate of fire is factory set at about 650 rounds per minute, but the weapon can be ordered with a rate of fire up to 2000 rounds per minute. The rear sight is integral to the magazine, but does not change the weapon's zero even when magazines are changed.

A wide variety of accessories are available for the Calico weapon line, including an optical sight mount, a flashlight mount, a laser sight, and a brass catcher.

Although the normal magazine for this weapon is a 50-round box, a 100-round box isalso available.

**d20 Modern Rules:** The 100-round magazine available for this weapon has a purchase DC of 8. A quickloader (purchase DC 6) is available; when used, reloading either of the magazines available for this weapon takes two full rounds.

With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Calico M960A | 2d6 | 20 | Ballistic | 50 | S, A | Large | 18 | Res (+2) |

# Ceská Zbrojoka

## Ceská Zbrojoka, Czech Republic

### Model 61 Skorpion

*also* Models 63, 68

| | |
|---|---|
| Caliber: | .32in ACP, .380in Auto (63), 9mm Parabellum (68) |
| Length: | 1 ft. 8 in. (11 in. folded) |
| Weight: | 5 lb. |
| Magazine: | 10 box |



The Skorpion, introduced in 1963, was designed to give military vehicle crews an automatic weapon that wouldn't get in their way. The result is one of the smallest submachineguns ever adopted into military service, but its lack of power makes it marginally useful as a combat weapon. The Skorpion is blowback-operated, using a unique buffer to maintain a manageable rate of fire.

The Skorpion has a manual safety/fire selector switch on the left side, above the pistol grip. The ejection port is on the top of the weapon, and spent cases can hit an unprepared firer in the face. It can be easily fired with one hand.

The variant models, 63 and 68, fire the .380in Auto and 9mm Parabellum rounds, respectively. They are very uncommon, despite the weakness of the .32in Auto round fired by the original model. Nevertheless, the Model 61 Skorpion is common in former eastern-bloc countries, and has been sold to a number of African nations as well.

Although the normal magazine for this weapon is a 10-round box, a 20-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CZ Model 61, 63 Skorpion | 2d4 | 20 | Ballistic | 40 | S, A | Med | 19 | Res (+2) |
| CZ Model 68 Skorpion | 2d6 | 20 | Ballistic | 40 | S, A | Med | 19 | Res (+2) |

# COLT

## Colt Industries, USA

### COLT 9mm

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 5 in. (2 ft. 2 in. folded) |
| Weight: | 6 lb. |
| Magazine: | 20 box |



Introduced in 1987, the Colt 9mm is a cut-down version of the M16 assault rifle. It is blowback-operated and fires from the closed-bolt position, which, together with its long barrel, makes it an exceptionally accurate submachinegun.

The 9mm's assault-rifle roots are obvious, especially when one sees the 9mm magazine sticking out of the 5.56mm magazine well. But the design makes the best of its background. Although relatively bulky, the 9mm is lighter than many much smaller submachineguns. Its telescoping stock, which houses part of the firing mechanism, is very sturdy, and the weapon is reliable and durable overall. The fire selector is on the left side, above the grip, and the cocking handle is on top, at the base of the carrying handle. These features, and the weapon's operation, are the same as the M16A1's, so anyone accustomed to the assault rifle can easily use the submachinegun with no learning curve. The Colt 9mm is in service with the U.S. D.E.A. and other government agencies.

Although the normal magazine for this weapon is a 20-round box, a 32-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt 9mm | 2d6 | 20 | Ballistic | 60 | S, A | Large | 18 | Res (+2) |

# CNI

## China North Industries Corp. and Chinese State Arsenals, China

### TYPE 64

| Caliber: | 7.62x26mm Russian |
|---|---|
| Length: | 2 ft. 9 in. (2 ft. 1 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 30 box |



This blowback-operated weapon is very simple in design and construction, but one of few submachineguns with an integral silencer (and perhaps the first to be designed that way from the very beginning). It fires standard ammunition, reducing the bullet's velocity by bleeding away the burning gasses through small holes in the side of the barrel. It is not a very sturdy or ergonomic weapon, but has nevertheless seen moderately good sales.

**d20 Modern Rules:** This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

This weapon is unreliable.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CNI Type 64 | 2d6–1 | 20 | Ballistic | 40 | S, A | Large | 18 | Mil (+3) |

# FAMAE

## FAMAE Fabricaciones Militares, Chile

### Mini-S.A.F.

| Caliber: | 9mm Para |
|---|---|
| Length: | 1 ft. 0 in. |
| Weight: | 6 lb. |
| Magazine: | 20 box |



Designed for covert and bodyguard operations, the Mini-S.A.F. is an extra-short version of the S.A.F. 9mm, below. It features a shortened barrel and a vertical forward handgrip. The shoulder stock featured on the S.A.F. 9mm is also missing, replaced by a shoulder strap for carrying the weapon and providing tension to steady it when firing. The standard magazine is 20 rounds, but the weapon can use the S.A.F. 9mm's 30-round magazine. In all other ways, it functions identically to the S.A.F. 9mm.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FAMAE Mini-S.A.F. | 2d6 | 20 | Ballistic | 40 | S, A | Med | 19 | Res (+2) |

### S.A.F 9mm

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 2 in. (1 ft. 4 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 30 box |



A simple blowback weapon, the FAMAE has many superficial characteristics of an assault rifle. It is, however, a totally new design, purpose-built from the beginning as a 9mm submachinegun. It has a sturdy stock that folds to the right, and a vented plastic handguard over the barrel forward of the receiver. The cocking handle is located on the right side, while the safety/fire selector is on the left above the pistol grip. The FAMAE offers a three-round burst option in addition to single-shot and automatic fire.

This FAMAE submachinegun is not the same as a much older weapon of the same name, produced by the same company.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FAMAE S.A.F. 9mm | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |

# FN Herstal

## FN Herstal SA, Belgium

### P90

| Caliber: | 5.7x28mm |
|---|---|
| Length: | 1 ft. 4 in. |
| Weight: | 8 lb. |
| Magazine: | 50 box |



In the late 1980s, FN Herstal unveiled its work on a new type of weapon firing a new round. The P90 was designed as a military weapon for non-infantry soldiers (like vehicle drivers and artillerymen) for whom a full-sized assault rifle is too burdensome, but who cannot afford to go without firepower. It fires a new 5.7mm round which has characteristics much closer to an assault rifle's than a pistol's. While the weapon's closed-bolt blowback operation is not revolutionary, much else about the design is.

The P90 is a bullpup weapon with the magazine placed along the top. The large plastic magazine is translucent, so the operator can tell at a glance how much ammo is available. The weapon is fully ambidextrous, with a cocking handle on either side, and the fire selector/safety mounted on the front of the pistol grip. Brass is ejected through the bottom of the weapon, and even the sling can be attached to one side or the other. An optical sight (no magnification) is fitted, but if it becomes damaged it can be removed, revealing back-up iron sights. A great deal of plastic is used in the construction, saving on weight.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN P90 | 2d8 | 20 | Ballistic | 70 | S, A | Large | 21 | Res (+2) |

# Glock

## Glock GesmbH, Austria

### Model 18

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 9 in. |
| Weight: | 2 lb. |
| Magazine: | 17 box |

The Glock 18 is a modified version of the Glock 17, designed to give law-enforcement and special operations personnel selective fire options in a relatively concealable weapon. It is functionally the same as the 17 (page 34), with the addition of a single-shot/autofire selection switch on the rear of the slide. To prevent unauthorized conversions, however, many of the Glock 18's parts were deliberately designed to not be compatible with those of the model 17. The Glock 18 looks almost identical to the model 17, pictured on page 34.

Although the normal magazine for this weapon is a 17-round box, a 19-round box and 33-round box are also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Glock 18 | 2d6 | 20 | Ballistic | 30 | S, A | Small | 21 | Res (+2) |

# HECKLER & KOCH

Heckler & Koch GmbH, Germany

## MP5A5

*ALSO* A1- A4, MP5/10, /40

| Caliber: | 9mm Parabellum, 10mm (MP5/10), .40 S&W (MP5/40) |
|---|---|
| Length: | 2 ft. 3 in. (1 ft. 7 in. folded) |
| Weight: | 6 lb. |
| Magazine: | 30 box |



The HK MP5-series submachineguns are without a doubt one of the most popular types in the world. They are in use with a great many police, counter-terrorism, and special operations groups around the world, including the British SAS. They are durable, reliable, and very accurate weapons.

Introduced in the late 1960s, the MP5 was developed from the roller-locked mechanism of the G3 rifle. In fact, some of its parts, like the pistol grip that houses the trigger mechanism, are interchangeable with the rifle and several other HK weapons. The MP5 is blowback-operated and fires from the closed-bolt position. Its safety/fire selection lever is above the grip on the left, and brass is ejected on the right. It is fitted with fully-adjustable iron sights, but easily mounts scopes or laser sights.

There are five versions of the weapon that fire the 9mm Parabellum round: the MP5A1, with no stock; the A2, with a fixed stock; the A3, with a collapsible stock; and the A4 and A5, which are identical to the A2 and A3 respectively, but feature a three-round burst option and have slightly reshaped grips. The A1 through A3 versions are no longer made, but because the receiver endcap, which is attached to the stock, is interchangeable between versions, it is still possible to obtain a weapon with no stock at all, like the A1. Originally, the MP5 series had straight magazines, but a slightly improved curved magazine was developed in the late '70s. All 9mm versions of the MP5, including the MP5K and MP5S series (below), can use both magazines.

Recently, two additional weapons were added to the line: the MP5/10 and MP5/40. These two weapons are largely identical to the MP5A5, but are chambered for the 10mm and .40in S&W rounds, respectively. They use straight thirty-round magazines made of translucent plastic, which can be snapped together side-by-side for easy access. They are also available with a number of fire-selection options, including two-round and three-round bursts as well as full automatic fire.

Although the normal magazine for this weapon is a 30-round box, a 15-round box is also available.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK MP5A5, MP5/40 | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |
| HK MP5/10 | 2d6 | 20 | Ballistic | 60 | S, A | Large | 20 | Res (+2) |

## MP5KA5

*ALSO* MP5K, KA1, KA4

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 1 ft. 1 in. |
| Weight: | 6 lb. |
| Magazine: | 30 box |



Introduced in 1976, the MP5K series was specifically developed for counterterrorism and police work where a concealable yet powerful weapon is required. It is an extra-short version of the MP5, operating in essentially the same manner. It has no stock and cannot be fitted with any of the interchangeable stocks of the MP5 and MP5SD weapons. It does, however, have a plastic foregrip that greatly adds to its stability. Four versions have been made: the base-model MP5K; the KA1, which has very small fixed sights for greater concealability and an easy draw from a holster; and the KA4 and KA5, which are the same as the MP5K and KA1 respectively, but add a three-round burst option. There was no KA2 or KA3. The two earliest models are no longer made.

Although the normal magazine for this weapon is a 30-round box, a 15-round box is also available.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK MP5K, etc. | 2d6 | 20 | Ballistic | 40 | S, A | Med | 20 | Res (+2) |

## MP5PDW

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 4 in. (1 ft. 2 in. folded, 2 ft. 7 in. w/ suppressor, 1 ft. 5 in. folded w/ suppressor) |
| Weight: | 6 lb. (7 lb. w/ suppressor) |
| Magazine: | 30 box |



The MP5PDW (Personal Defense Weapon) is a relatively new addition to the MP5 family, and is based largely on the MP5K, above. It was designed specifically for military special operations and as a backup weapon for aircrews. It differs from the MP5K only in the addition of a folding stock, an ambidextrous safety/fire selection lever, and a removable suppressor. Because the extreme shortness of the weapon would not permit the use of HK's standard metal collapsing stock, the PDW is fitted with a plastic stock that folds to the right side, and which has a much sturdier feel than the one fitted to the other HK submachineguns. The sound suppressor is compact, although heavy, and meets a requirement put out by the U.S. Navy SEALS for a suppressor that could be used immediately after being submerged underwater.

Although the normal magazine for this weapon is a 30-round box, a 15-round box is also available.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

When fitted with its suppressor, this is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK MP5 PDW | 2d6 | 20 | Ballistic | 50 | S, A | Large | 23 | Mil (+3) |
| (silenced) | 2d6–1 | 20 | Ballistic | 40 | S, A | Large | — | — |

## MP5SD6

*ALSO* SD1–SD5

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 7 in. (2 ft. 0 in. folded) |
| Weight: | 8 lb., 7 lb. (SD1, SD4) |
| Magazine: | 30 box |



The MP5SD series weapons are versions of the MP5 with integral silencers. They operate in the exact same manner as the MP5. A number of small holes in the barrel bleed away cartridge gases, reducing the velocity of the bullet to below the speed of sound by the time it leaves the barrel. This allows the weapon to fire standard ammunition, while making the MP5 the quietest off-the-shelf silenced submachinegun made.

Six versions of the weapon have been produced. The SD1, 2, and 3 have no stock, a fixed stock, and a retractable stock, respectively. The SD4, 5, and 6 have slightly different pistol grips, and feature a three-round burst option. They have the same stock arrangements as the SD1, 2, and 3.

Although the normal magazine for this weapon is a 30-round box, a 15-round box is also available.

**d20 Modern Rules:** This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK MP5SD1, etc. | 2d6–1 | 20 | Ballistic | 40 | S, A | Large | 22 | Mil (+3) |

## MP53

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 6 in. (1 ft. 10 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 25 box |



The HK MP53 is a submachinegun firing the 5.56mm rifle round, and is essentially a cut-down version of the G33 assault rifle. It uses a roller-locked mechanism, and operates exactly the same as the MP5, above. The selector lever is on the left side, and offers single-shot or automatic fire. Optionally, the weapon can be ordered with an ambidextrous selector lever that also allows a three-round burst. Early versions of this weapon had a horrendous muzzle flash, but it has since been fitted with an improved flash suppressor. The MP53 is in service with several special operations and police forces worldwide.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

With its stock folded and magazine removed, this weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK MP 53 | 2d8 | 20 | Ballistic | 70 | S, A | Large | 22 | Res (+2) |

## MP2000

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 1 ft. 10 in. (1 ft. 3 in. folded, 2 ft. 9 in. w/suppressor, 2 ft. 2 in. folded w/ suppressor) |
| Weight: | 7 lb. (9 lb. w/ suppressor) |
| Magazine: | 30 box |



Outwardly similar to the MP5-series weapons, the MP2000 is a new design intended to capitalize on HK's experience with submachineguns, putting all the features of the MP5 family in a single package. The MP2000 is a recoil-operated weapon firing from the closed-bolt position. It features a collapsible stock, a forward handgrip, and a removable suppressor. The fire selection lever is ambidextrous, and the weapon can be made to fire full auto or three-round bursts, in addition to single shots. The MP2000 uses lightweight plastic magazines that are not compatible with those of the MP5 family. A sight mount that easily accepts most scopes or electro-optical sights is standard.

A truly unique feature of the MP2000 is its silencing system. Like the MP5SD weapons, the 2000 silences standard ammunition by bleeding away some of the propellant gases through holes in the barrel, thus preventing the bullet from reaching supersonic speed. The bleed holes on the MP2000 can be closed, however, allowing it to fire standard rounds at normal velocity when silenced operation isn't required. The weapon also has a switch for locking the bolt closed. This alleviates almost all mechanical noise but requires the user to work the bolt by hand before each shot.

The MP2000 was designed with input from a number of special-operations and law-enforcement organizations. It has recently completed its development phase, and will likely see service with many of these organizations soon.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

When fitted with its suppressor, this is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide latch is employed, the DC for the Listen check to hear the weapon fire increases by 5, but the weapon's rate of fire becomes single shot.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK MP2000 | 2d6 | 20 | Ballistic | 50 | S, A | Large | 23 | Mil (+3) |
| (silenced) | 2d6–1 | 20 | Ballistic | 40 | S, A | Large | — | — |

## VP70

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 8 in. |
| Weight: | 2 lb. |
| Magazine: | 18 box |



Another unique design from Heckler & Koch, the VP70 is a large double-action pistol that converts to a submachinegun firing three-round bursts. The weapon is blowback-operated, and has no external safety. Attaching a special shoulder stock allows the three-round burst option—without the stock, the pistol operates like a standard autoloader.

Although the VP70 was picked up by a handful of countries in Africa and Asia, H&K discontinued the weapon in the mid 1980s.

**d20 Modern Rules:** This weapon comes with an attachable shoulder stock. When fitted with the stock, this weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. This weapon has no full-automatic setting, and cannot be used to make autofire attacks.

Attaching or removing this weapon's shoulder stock is an attack action. With the shoulder stock attached, this is a Large weapon. (The detached stock is a Medium-size object.)

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK VP70 | 2d6 | 20 | Ballistic | 30 | S, A | Small | 17 | Lic (+1) |

# IMI

## Israel Military Industries, Ltd., Israel

### Galil MAR Micro

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 3 in. (? ft. 9 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 35 box |



IMI claims that the Galil MAR Micro is smallest and lightest assault rifle in world. Designed for covert special operations and use by tank crews or similar troops for who might need the power of an assault rifle in a small package, the MAR Micro is basically a Galil ARM (see page 93) dramatically cut down in size. It features a metal stock that folds to the right, but does not include the Galil ARM's built-in bipod. Its controls, functions, and internal components are otherwise identical to those of the ARM.

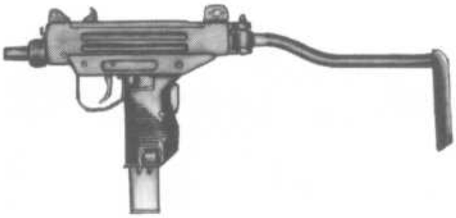
Although the normal magazine for this weapon is a 35-round box, a 50-round box is also available.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Galil MAR Micro | 2d8 | 20 | Ballistic | 60 | S, A | Large | 21 | Res (+2) |

### Micro-Uzi

| Caliber: | 9mm Para, .45in ACP |
|---|---|
| Length: | 1 ft. 6 in. (10 in. folded) |
| Weight: | 5 lb. |
| Magazine: | 20 box, 16 box (.45in ACP) |



This is the smallest and lightest member of the Uzi family (see the Uzi, just below). The Micro-Uzi is about as small as the original design could be made and still function safely. In fact, the bolt has a tungsten core to increase its weight and keep the rate of fire somewhat manageable. The Micro-Uzi has all of the same features as its parent. Its collapsible stock folds to the left.

Although the normal magazine for the 9mm version of this weapon is a 20-round box, a 25-round box and 32-round box are also available. No alternate magazine sized are available for the .45in ACP version.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Micro-Uzi | 2d6 | 20 | Ballistic | 40 | S, A | Med | 18 | Res (+2) |

### Mini-Uzi

| Caliber: | 9mm Para, .45in ACP |
|---|---|
| Length: | 2 ft. 0 in. (1 ft. 2 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 20 box, 16 box (.45in ACP) |



The Mini-Uzi is another miniaturized version of the Uzi, slightly larger than the Micro-Uzi, above. It has all the same features as the parent weapon, and functions in basically the same way, although the model was modified in 1987 to fire from the closed-bolt position, abandoning the unusual "advanced primer ignition" system mentioned below. The folding stock is hinged, swinging to the right side of the weapon. As can be expected from a smaller, lighter weapon, the Mini-Uzi has a higher rate of fire than its namesake.

Although the normal magazine for the 9mm version of this weapon is a 20-round box, a 25-round box and 32-round box are also available. No alternate magazine sized are available for the .45in ACP version.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Mini-Uzi | 2d6 | 20 | Ballistic | 40 | S, A | Large | 20 | Res (+2) |

## MTAR Micro

| Caliber: | 5.56mm |
|---|---|
| Length: | 1 ft. 7 in. |
| Weight: | 7 lb. |
| Magazine: | 20 box |



The IMI MTAR Micro is an extremely miniaturized version of the new Israeli TAR-21 Tavor assault rifle (see page 94). It's a bullpup submachinegun firing the 5.56mm rifle round, designed for simplicity of use, ergonomics, and easy, accurate aiming. The MTAR Micro features fully-ambidextrous controls (including an ejection port and charging handle that can be switched from the right side to the left) and a red dot reflex reflector sight that is fixed directly to the barrel, eliminating the need to zero the weapon sight. A night-vision monocular can be mounted to an attachment point just behind the sight, effectively giving the MTAR Micro a night sight without removing any components or affecting the weapon's zero. There are no iron sights, however. The gas-operated, rotating bolt design features a polymer stock and an open handguard with no trigger guard, allowing for the use of heavy gloves (the front edge of the handguard serves as the grip for the non-firing hand). The MTAR Micro uses the same magazine as the M16A2 assault rifle (page 88), including the 20-round magazine available for the M16A2.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI MTAR Micro | 2d8 | 20 | Ballistic | 60 | S, A | Large | 22 | Res (+2) |

## Uzi

| Caliber: | 9mm Para, .45in ACP |
|---|---|
| Length: | 2 ft. 2 in. (1 ft. 7 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 20 box, 16 box (.45in ACP) |



Designed in the 1950s, the Uzi is the single most popular submachinegun in the world. It is renowned for its compactness, accuracy, and most of all, durability. A blowback-operated weapon that fires from the open bolt, the Uzi is well-balanced. It is in service with Israel, Germany, and the militaries of over twenty-five other countries.

The Uzi was not the first submachinegun to employ a telescopic bolt, but it was the first to bring the concept to a widespread market. The shortness of the telescoped bolt contributes to the compactness of the weapon, and allows the Uzi to have an unusually long barrel for such a short weapon. Additionally, it keeps the weight forward, and the vibrations of the bolt directly over the firer's hand, adding to stability. A truly unique feature of the Uzi's operation is the "advanced primer ignition" system: the round is fired before the bolt is fully closed. This slows the bolt's movement, reducing the rate of fire while allowing for a smaller, lighter bolt.

The Uzi's cocking handle is on top of the weapon. The manual safety/fire selector is on the left side, at the top of the grip, and rounds are ejected on the opposite side. There is also a grip safety. While early models were fitted with wooden stocks, some of which were removable, most Uzis have collapsible metal stocks that fold under the rear of the body.

Although the normal magazine for the 9mm version of this weapon is a 20-round box, a 25-round box and 32-round box are also available. No alternate magazine sized are available for the .45in ACP version.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Uzi | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |
| IMI Uzi .45 | 2d6 | 20 | Ballistic | 40 | S, A | Large | 20 | Res (+2) |

# INTRATEC

Intratec, USA

## TEC-9

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 11 in. |
| Weight: | 4 lb. |
| Magazine: | 20 box |



The TEC-9 is a very simple blowback operated submachinegun firing the 9mm Parabellum round. It is made of inexpensive metal parts, with a plastic receiver. Although available as a submachinegun, the TEC-9 is also made as a pistol. In criminal hands the pistol version can easily be modified for automatic fire, so many of the TEC-9 "submachineguns" on the street are really converted pistols. The only functional difference between an actual TEC-9 submachinegun and a modified pistol is in fire selection—the submachinegun permits semiautomatic and automatic fire, whereas the modified pistol can fire on automatic only.

Although the normal magazine for this weapon is a 20-round box, a 32-round box is also available.

**d20 Modern Rules:** This weapon is unreliable.

A pistol version of this weapon is available (purchase DC 14, restriction Lic (+1)). Its rate of fire is semiautomatic. It can be converted to automatic rate of fire with a Repair check (DC 15) and one hour. A converted weapon does not have semiautomatic rate of fire.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Intratec TEC-9 | 2d6 | 20 | Ballistic | 40 | S, A | Med | 16 | Res (+2) |

# JATI

JATI, Finland

## JATI-Matic

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 1 ft. 3 in. |
| Weight: | 5 lb. |
| Magazine: | 20 box |



The JATI MATIC is an unusual weapon that puts some new twists on a few old design concepts. The JATI is a blowback-operated submachinegun with a telescoping bolt design. What makes it unusual is that the bolt travels on an inclined path. This counteracts the natural tendency of submachineguns to rise as they are fired. It also allows for the grip to be placed behind, rather than below, the barrel, further aiding stability. The JATI has a fold-down front grip, that doubles as a charging handle and locks the bolt into a safe position when folded. Fire selection is controlled by a two-stage trigger.

Although the normal magazine for this weapon is a 20-round box, a 40-round box is also available.

**d20 Modern Rules:** With its magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| JATI Matic | 2d6 | 20 | Ballistic | 50 | S, A | Large | 19 | Res (+2) |

# KAC

## Knight's Armament Company, USA

### 9mm Suppressed

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 2 ft. 7 in. (2 ft. 4 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 20 box |



This weapon is basically an after-market conversion of the Colt 9mm submachinegun (page 63). It operates in exactly the same manner, the only difference being the addition of an integral suppression system. The barrel is drilled with a number of small holes, to bleed gas away from the round and slow it to subsonic speed. This allows the weapon to operate very quietly while firing standard 9mm Parabellum ammunition.

Despite the name, the 9mm Suppressed is actually a silenced weapon.

Although the normal magazine for this weapon is a 20-round box, a 32-round box is also available.

**d20 Modern Rules:** This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| KAC Colt 9mm Suppressed | 2d6–1 | 20 | Ballistic | 50 | S, A | Large | 20 | Mil (+3) |

# MAC

## Military Armament Corp. S.W.D., USA

### Ingram M10

| | |
|---|---|
| Caliber: | 9mm Para, .45in ACP |
| Length: | 1 ft. 10 in. (11 in. folded) |
| Weight: | 7 lb., 8 lb. (.45in ACP) |
| Magazine: | 32 box |



Introduced in 1970, the Ingram M10 is an extremely compact weapon that, despite its very inexpensive manufacturing, is also reliable and tough. Its a blowback-operated weapon, with a telescoping bolt. Although somewhat hard to control if not fired in short, disciplined bursts, it is well-balanced weapon, and can easily be fired one-handed.

The M10's cocking handle is on the top of the weapon. The fire selector is on the side, and includes a safety. The cocking handle acts as a second manual safety, locking the bolt if twisted. There is a short collapsible stock that pulls out of the rear of the weapon, and a short web strap on the front that serves as a forward handle, giving a little more stability. A suppressor is available, which quiets but does not silence the weapon. Its use adds to the M10's stability. The Ingram is in service in Saudi Arabia, Portugal, and a number of other nations worldwide.

**d20 Modern Rules:** A custom suppressor is available for this weapon (purchase DC 12, restriction Res (+2), weight 2 pounds). When fitted with its suppressor, this is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| MAC Ingram M10 | 2d6 | 20 | Ballistic | 40 | S, A | Med | 17 | Res (+2) |
| (silenced) | 2d6–1 | 20 | Ballistic | 40 | S, A | Large | — | — |

# SUBMACHINEGUNS

## Ingram M11

| Caliber: | .380in Auto |
|---|---|
| Length: | 1 ft. 6 in. (9 in. folded) |
| Weight: | 4 lb. |
| Magazine: | 16 box |

The M11 is an even smaller version of the Ingram, firing the less powerful .380 Auto round. It functions in exactly the same manner as the larger M10, above, and has identical features. Although heavy for its size, it is one of the smallest submachineguns ever made, smaller even than most machine-pistols. The M11 looks almost exactly like the M10, pictured above.

Although the normal magazine for this weapon is a 16-round box, a 32-round box is also available.

**d20 Modern Rules:** A custom suppressor is available for this weapon (purchase DC 11, restriction Res (+2), weight 2 pounds). When fitted with its suppressor, this is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC ° | Restriction |
|---|---|---|---|---|---|---|---|---|
| MAC Ingram M11 | 2d4 | 20 | Ballistic | 30 | S, A | Small | 17 | Res (+2) |
| (silenced) | 2d4 | 20 | Ballistic | 30 | S, A | Med | — | — |

# Russian State Arsenals

State Arsenals of Russia and the former U.S.S.R.

## AKSU-74

| Caliber: | 5.45x40mm Russian |
|---|---|
| Length: | 2 ft. 3 in. (1 ft. 5 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 30 box |



The AKSU is a variant of the Soviet AKS-74 assault rifle,severely cut down to submachinegun size and functionality. Like its parent weapon, it is gas-operated, and the two are internally identical except in the length of the barrel and gas tube. The AKSU has a skeletal stock that folds to the left, latching to the side of the weapon, and an unusual cylindrical flash suppressor. The weapon is somewhat difficult to control.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA AKSU-74 | 2d8 | 20 | Ballistic | 60 | S, A | Large | 19 | Res (+2) |

# SITES

SITES SpA, Italy

## M4 Spectre

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 1 ft. 11 in. (1 ft. 2 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 50 box |

The Spectre was introduced in 1984, and is an unusual weapon in a number of regards. It was designed for police and counter-terrorist work, and one of the principal design goals was to create a weapon that could be drawn and fired without fumbling about with a lot of controls. To achieve this, the Spectre was given an internal safety, and a double-action trigger with a decocking lever. This allows it to operate just like a double-action pistol: the bolt is cycled when the weapon is loaded, and the hammer de-cocked. When the user wishes to fire, he or she simply pulls the trigger.

The Spectre is blowback-operated, and fires from the closed bolt. To keep the barrel cool, the bolt is designed to force air through and around it with every shot. The Spectre has a decocking lever, fire selector, and cocking handle on either side, making the weapon totally ambidextrous (although brass is ejected to the right—a potential hazard for lefties). The stock folds over to sit along the top.

A unique magazine holds the ammunition in four columns instead of the normal two, giving it a higher capacity in less length than most submachinegun magazines.

Although the normal magazine for this weapon is a 50-round box, a 30-round box is also available.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +3 circumstance bonus to Sleight of Hand checks made to conceal the weapon.



| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SITES M-4 Spectre | 2d6 | 20 | Ballistic | 50 | S, A | Large | 21 | Res (+2) |

# Star

## Star Bonifacio Echeverria SA, Spain

### Z-84

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 2 ft. 0 in. (1 ft. 4 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 30 box |



It is no coincidence that the Z-84 bears and external resemblance to the Uzi submachinegun. Although a totally new design, the Z-84 operates in almost exactly the same way, and has many of the same characteristics. It is a blowback-operated weapon with a telescoping bolt. It was designed for reliable use under the most severe conditions.

The Z-84 has its fire selector on the left side of the weapon, with the cocking handle on the right. The manual safety is on the bottom, just behind the trigger. There is also an internal safety. The stock folds over the top. The Z-84 is in service with the Spanish army.

Although the normal magazine for this weapon is a 30-round box, a 25-round box is also available.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Star Z-84 | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |

# Sterling

## Sterling Armament Co., UK

### L2A3

*also* L2A1, L2A2

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 2 ft. 3 in. (1 ft. 7 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 34 box |



Although prototypes made it into some of the final battles, the Sterling was not really introduced until just after World War II, and didn't enter service with the British army until 1953. A very simple weapon, the Sterling is remarkably robust and easy to use. It is blowback-operated.

The Sterling has its fire selector/manual safety on the left side, just above the pistol grip. The magazine fits on the left as well, with rounds ejecting to the right. The stock folds beneath the weapon. Despite its age, the Sterling is still in use with British forces, and those of about ninety other countries. Production went on until 1988, when Sterling closed its doors, but Royal Ordinance keeps spare parts and maintenance facilities. Two earlier versions, the A1 and A2, appeared in smaller numbers in the 1950s, but have only minor differences with the final A3 version.

Although the normal magazine for this weapon is a 34-round box, a 10-round box is also available.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Sterling L2A3, etc. | 2d6 | 20 | Ballistic | 50 | S, A | Large | 19 | Res (+2) |

### L34A1

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 2 ft. 10 in. (2 ft. 2 in. folded) |
| Weight: | 9 lb. |
| Magazine: | 34 box |



This weapon is a silenced version of the L2A3, above. It operates in exactly the same manner, and has the same features. The barrel is drilled with a number of small holes, to bleed away firing gases as the bullet moves down the barrel, reducing its velocity to below the speed of sound. As a result, the weapon does not need subsonic ammunition, but works very quietly firing standard ammo. Like the L2A3, the L34A1 is a robust and reliable weapon. It is in service with British forces.

Although the normal magazine for this weapon is a 34-round box, a 10-round box is also available.

**d20 Modern Rules:** This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Sterling L34A1 | 2d6 | 20 | Ballistic | 40 | S, A | Large | 19 | Mil (+3) |

# Steyr

## Steyr-Mannlicher GesmbH, Austria

### AUG 9mm Para

| | |
|---|---|
| Caliber: | 9mm Parabellum |
| Length: | 2 ft. 2 in. |
| Weight: | 8 lb. |
| Magazine: | 32 box |



This is a 9mm weapon based on the AUG assault rifle. In fact, many of the components are the same, and the submachinegun can be ordered as a conversion kit for an existing rifle. The weapon is blowback-operated, and fires from a closed bolt. This, along with its long barrel, make the AUG Para an exceptionally accurate submachinegun.

Like the AUG rifle, the Para is fully ambidextrous, and even the ejection port can be switched from one side to the other. The fire selector has a single-shot setting, but even with it set on automatic fire, the two-stage trigger allows single shots. Although the Para does not have a collapsible stock, the bullpup configuration keeps the weapon reasonably short.

Although the normal magazine for this weapon is a 32-round box, a 25-round box is also available.

**d20 Modern Rules:** In addition to being available as a complete weapon, this weapon can be obtained as a conversion kit (purchase DC 17, restriction Res (+2)) for the Steyr AUG assault rifle (page 98). Using the conversion kit to change an AUG assault rifle into an AUG 9mm Para or back requires a Repair check (DC 10) and 10 minutes.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr AUG 9mm Para | 2d6 | 20 | Ballistic | 60 | S, A | Large | 20 | Res (+2) |

## MPi 81

*ALSO* MPi 69, MPi 69, 81 SILENCED

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 2 in. (1 ft. 7 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 32 box |



The MPi was designed to be a robust but inexpensive weapon, with Steyr's typical attention to detail. It is a simple design, a blowback weapon with a telescoping bolt. It cocks from the left and ejects on the right, and has an ambidextrous manual safety/fire selector as well as a two-stage trigger. There is also an internal safety. The original model 69 had the sling attached to the cocking lever—to cock, the user grasped the strap close to the weapon and pulled back. Many users found this inconvenient, and the model 81 was introduced with a standard cocking handle and sling. Aside from that change and a slightly higher rate of fire, the 81 is no different from the 69.

A silencer kit is available for both models. It includes a suppressor and a replacement barrel, drilled with a number of small holes to reduce bullet velocity to subsonic. Despite the fact that the barrel must be changed, the silencer kit can be installed in minutes with no special tools. It is efficient and low-maintenance.

Although the normal magazine for this weapon is a 32-round box, a 25-round box is also available.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

Using the conversion kit (purchase DC 15, restriction Mil (+3)) to make this weapon into a silenced weapon requires a Repair check (DC 10) and 10 minutes.

When converted, this is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr MPi 81, MPi 69 | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |
| (silenced) | 2d6–1 | 20 | Ballistic | 40 | S, A | Large | — | — |

## TMP

| Caliber: | 9mm Parabellum, 10mm, .41in AE |
|---|---|
| Length: | 11 in. |
| Weight: | 4 lb. |
| Magazine: | 25 box |



Introduced in 1989, the Steyr TMP (Tactical Machine Pistol) is a very compact, lightweight weapon. Despite a recoil-operation similar to that of the Steyr AUG assault rifle, the TMP has about half the parts found in most submachineguns, making it very reliable. The entire receiver is made of plastic. The cocking handle is to the rear, and the safety/fire selector is ambidextrous. A second handgrip toward the front adds greatly to the weapon's controllability. As with all Steyr automatic weapons, the TMP has a two-stage trigger that allows the user to fire single shots even on the full automatic setting.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr TMP | 2d6 | 20 | Ballistic | 30 | S, A | Med | 19 | Res (+2) |
| Steyr TMP 10mm | 2d6 | 20 | Ballistic | 40 | S, A | Med | 19 | Res (+2) |
| Steyr TMP .41 | 2d8 | 20 | Ballistic | 40 | S, A | Med | 19 | Res (+2) |

# WALTHER

Carl Walther Waffenfabrik, Germany

## MPK

*ALSO* MPL

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 2 in. (1 ft. 3 in. folded),<br>2 ft. 6 in. (1 ft. 6 in. folded) (MPL) |
| Weight: | 7 lb. |
| Magazine: | 32 box |



The MPK is the shorter of two submachineguns introduced by Walther in 1963. It is a blowback-operated weapon with a variant of the telescoping bolt concept—a large section of the bolt hangs over the barrel, keeping weight forward and adding to the stability of the weapon. The MPK has an interesting set of sights, combining open sights for quick acquisition with a second set of more accurate iron sights, for use when a careful aim is appropriate. The stock can fold to either side of the weapon. The MPL is a slightly longer version, but is otherwise identical. While both versions sold moderately well to police forces in Germany and abroad, it did not see much military use, and production ceased in 1987.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther MPK | 2d6 | 20 | Ballistic | 40 | S, A | Large | 19 | Res (+2) |
| Walther MPL | 2d6 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |

# WEAVER

Weaver Arms Corp, USA

## PKS-9 ULTRALIGHT

| Caliber: | 9mm Parabellum |
|---|---|
| Length: | 2 ft. 3 in. (1 ft. 5 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 30 box |



The Weaver Ultralight is a conventionally-designed blowback-operated submachinegun with a telescoping bolt. It is a fairly lightweight and sturdy weapon, with a stock that can be folded or removed completely. The internal components are treated with a permanent lubricant that reduces maintenance requirements and eliminates the need for oiling. The basic Ultralight design is somewhat modular, and a number of accessories and alternate configurations are available.

Although the normal magazine for this weapon is a 30-round box, a 25-round box and a 42-round box are also available.

**d20 Modern Rules:** With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Weaver PKS-9 Ultralight | 2d6 | 20 | Ballistic | 50 | S, A | Large | 18 | Res (+2) |

# CHAPTER THREE

# ASSAULT RIFLES

# ASSAULT RIFLES

The assault rifle is the basic infantry weapon of the late twentieth century. A concept born in the military research of World War Two, the evolution of assault rifles has led to a design philosophy that favors lightweight weapons with automatic-fire capability, high-velocity ammunition, and large magazine capacities, while giving up accuracy and lethality at extreme ranges. The newest generation of weapons focuses more than ever on compact size, and the three-round burst option appearing on most new entries into the field attests to a decreasing interest in sustained automatic fire from infantry rifles.

Weapon design is often dictated by development of ammunition, and that is certainly true in the history of assault rifles. Up through World War II, infantry rifles were heavy bolt-action or semiautomatic weapons that fired large rounds with ranges up to and over 800 yards. During the war, however, Russia and Germany both experimented with light-weight cartridges—rounds that might bridge the gap between rifle and submachinegun ammunition. One of these rounds—the 7.62x39mm Russian—is in use today, in the AK-47 and AKM rifles. After the war, NATO experimented with the same idea, resulting in the development and adoption of the 7.62mm round now fired from the G3, FN-FAL, and dozens of other rifles and machineguns. These two new rounds led to the creation of the first true assault rifles, and have been adopted by most of the world's armies. But they had a lot in common with their older counterparts, and most 7.62mm assault rifles are still heavy, long-range weapons.

In the late '50s, the M-16 was developed, entering service with the U.S. military early in the Vietnam war. The M-16 fired a new, lightweight, high-velocity round—the 5.56mm. The round had some clear advantages: its compact size meant that a larger magazine capacity was possible, more ammunition could be carried, and a weapon designed around it could be lighter and smaller than previous assault rifles. The lower-powered bullet made it easier to control on automatic fire. The bullet's diminutive size was made up for by its high speed, and although it didn't have the punch of the 7.62mm round, its lethality at close to medium ranges was comparable. But it had some disadvantages, as well. As its velocity tapered off, so did both its accuracy and impact, meaning that the effectiveness of a 5.56mm rifle dropped dramatically past 350 yards. Buildings, equipment, and even vegetation could affect the lightweight round's behavior much more than that of a heavier bullet. But many military theorists felt that an infantry rifle didn't see much use at long range, and the popularity of the M-16 and other designs seems to minimize the importance of these disadvantages. The round was adopted as a standard by NATO in the late 1970s, and most European armies have adopted a 5.56mm rifle since.

With the exception of the 4.7mm caseless round developed by Heckler & Koch for the radical G11, there hasn't been much news on the rifle ammunition front for some time. But the evolution of the assault rifle has continued. New designs have been even more compact, with several European nations adopting bullpup rifles (rifles in which the action is behind the handgrip, extending into the shoulder stock and thereby reducing overall length), and a plethora of carbine versions coming on the market. A three-round burst option is available on most new designs, with a few weapons, such as the U.S. army's M-16A2, totally forgoing full automatic fire.

There are a number of fundamental designs for automatic rifle mechanisms. Two, however, stand out as the most prominent: the rotating-bolt mechanism and the roller-locked system. Virtually every modern combat rifle is based on one or the other design.

Both mechanisms are mechanically complex, but the basic principle is simple: energy from the firing of the round is used to operate the mechanism. Rifle cartridges are too powerful to rely on

simple blowback operation. Hence the complexity of the designs—the mechanism must use the energy of the blast, but in a way that delays the opening of the breech until the bullet has left the weapon and it is safe to have an open chamber a few inches in front of the firer's nose.

The rotating bolt mechanism is a spin-off of the bolt action designs from the first half of the century. In most bolt-action rifles, including those made today, the bolt has a number of teeth, or cogs, along the edge of the breech face. The chamber has a like number of teeth around its mouth. When the operator pushes the bolt forward, the teeth on its rim pass between the teeth around the opening of the chamber. When the bolt is home, the operator rotates the handle downwards, and the teeth line up. The bolt is locked: it cannot slide backwards until it is rotated, allowing the teeth to once again pass between one another.

Rotating-bolt assault rifles use the same locking principle to keep the breech from blowing open. Instead of being unlocked by a handle, however, the breech is unlocked and opened mechanically. The bolt has two parts: a front section that closes the breech and locks with teeth, and a rear section, called a bolt carrier on many models, that creates the rotation necessary to operate the lock.

To see the entire process in action, consider the U.S. Army's M-16A2. When a bullet is fired and travels down the barrel of this weapon, it passes a small hole just a few inches from the end. Some of the gas behind the bullet bleeds into the hole, and, under pressure (the bullet still hasn't made it out of the weapon), runs back down a small tube in the handguard. When it makes it back to the receiver, it encounters the bolt carrier, which it pushes backward with a great deal of force. The bolt carrier is wrapped around the bolt, and there is a pin sticking out of the bolt that fits into a spiraling slot in the side of the carrier. The bolt carrier moves rearward under the pressure from the gas, but the bolt itself is still locked in place, and cannot move. However, as the carrier slides back, the pin sticking out of the bolt travels along the spiralling grove, causing the bolt itself to rotate. The breech is unlocked and is opened as the bolt begins to move rearward with the carrier, but by now the bullet is well clear of the weapon, and the gas pressure inside the chamber is down to a safe level.

The chamber is now open, and the rest of the action is pretty simple. The bolt and carrier move back under their own inertia. A spring-loaded extractor on the bolt drags the empty shell casing out of the chamber, flinging it out the ejection port as soon as it clears the breech. The bolt and carrier continue to move rearward, re-cocking the firing hammer before running into a buffer located in the rifle butt, then being pushed back by a return spring (many weapons, including the M16, employ a buffer to absorb recoil and slow the rate of fire). While returning, the bolt strips the next round from the magazine and pushes it into the chamber. The bolt closes on the breech, but the carrier continues forward, and the pin-and-groove arrangement rotates the bolt back, re-locking it. The cycle is complete: the weapon is ready to fire again.

Roller-locked designs use a radically different mechanism, but still rely on a two-part bolt to unlock the breech and delay its opening. The forward part of the bolt has a smooth breech face, and a pair of rollers set into its sides. The larger bolt carrier fits into the back of the front part so that a small, wedge-shaped protrusion can run up between the rollers. As the bolt moves forward inside of the receiver, these rollers, which barely protrude from the sides of the bolt, travel along rails set in the walls of the receiver housing. The rails end, however, right where the bolt stops as it closes the breech. The carrier moves forward a little farther, however, driving the wedge between the rollers. Just off the end of the rails, the rollers are forced out by the wedge. The bolt is locked—it cannot move rearward until the rollers pop back in, allowing them to slip over the ends of the rails.

To see this in action, look at another example: the Heckler & Koch G-3 rifle. As with the M-16, this rifle is gas-operated, siphoning off some of the cartridge gasses as they push the bullet down the barrel. Again, the gasses act on the rear part of the bolt, pushing it back. This withdraws the wedge, releasing the rollers and allowing them to retract until they can pass onto the rails. Once that happens, both parts of the bolt move rearward together. The remainder of the action is essentially the same as that of the M-16, with one notable exception. Because the breech face is smooth, there is no extractor to pull the shell casing from the chamber. Instead, a small amount of remaining gas is used to blow the shell out. Flutes or grooves along the sides of the chamber allow

the gas to get between the cartridge and the chamber wall, where it can push the shell out when the breech opens.

These two designs account for the vast majority of the assault rifles in use, as well as most of the semiautomatic rifles used in law enforcement, hunting, and sport shooting.

Operating an assault rifle is fairly easy. Most have five control devices: a charging handle, a fire-selection switch, a magazine release, a bolt catch, and of course the trigger. To load, a magazine is inserted into the magazine well, and the charging handle is pulled to the rear and released. This pulls back the bolt and carrier, cocking the hammer, then allows the return spring to drive the bolt home, chambering a round along the way. Once loaded, the weapon can be carried safely by rotating the fire selection lever to safe. It is fired by placing the fire selection lever in whichever mode the user desires—semi gives single shots on each pull of the trigger, while auto continues to fire as long as the trigger is held and the ammunition holds up. Some weapons have a three-round-burst setting, and a few feature a two-stage trigger for fire selection—pull it back a little for one shot, all the way for automatic fire. Most assault rifles lock the bolt to the rear when the magazine runs dry, so that they can be reloaded by simply inserting a new magazine, then hitting the bolt catch. Almost all assault rifles fire from the closed-bolt position.

Because assault rifles are developed and built exclusively for the military market, there are not nearly as many models in existence as there are in other classes of firearm. True assault rifles are often hard to come by on the commercial market, as well, although there exist sporting versions of almost every model, capable of semiautomatic fire only.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game*.

### Optical Sights

Some firearms feature optical sights. Unless otherwise noted, optical sights function identically to standard sights.

### Civilian Models

Many military firearms are available in civilian versions. Civilian versions of automatic weapons (weapons that feature an automatic rate of fire) are usually identical to the standard version, except that they only fire at the semiautomatic rate of fire. A civilian version of an automatic weapon has a purchase DC of 1 less than the purchase DC for the standard version, and carries the Licensed (+1) restriction (the Restricted (+2) restriction if suppressed or silenced).

For example, take an assault rifle with a purchase DC of 20. The civilian version of that rifle has a purchase DC of 19, a restriction of Licensed (+1), and does not feature the automatic rate of fire.

A civilian version can be converted from semiautomatic to automatic with a Repair check (DC 20) and one hour. A converted weapon does not have semiautomatic rate of fire.

# Alliant Techsystems

## Alliant Techsystems Integrated Defense Co., LLC, USA

### OICW

| Caliber: | 5.56mm/20mm Burst |
|---|---|
| Length: | 2 ft. 9 in. |
| Weight: | 18 lb. |
| Magazine: | 30 box/6 box |



The OICW (Objective Individual Combat Weapon) is a prototype weapon currently in development for the U.S. Army. It combines an assault rifle with a long-range heavy weapon somewhat akin to a grenade launcher. It is not intended to replace the M16A2 (page 88) as the primary infantry weapon, but rather to supplement the rifle and replace the M203 grenade launcher. Deployment is scheduled to begin in 2009, with the intention of arming the typical nine-soldier infantry squad with four OICWs (the remaining five soldiers continuing to be armed with M16A2s). The information presented here represents later versions of the prototypes; the final weapon may have slightly different features and parameters.

The intention behind the OICW is to create a weapon five times as combat-effective, at up to twice the range, as a standard assault rifle. The program was launched in the early 1990s, and several companies are involved in the design and development. Alliant Techsystems is the prime contractor responsible for systems integration, with Heckler & Koch providing the two weapon components.

The OICW consists of three general parts: a 5.56mm assault rifle, a 20mm bursting weapon, and an electronic fire control system. The weapon can be disassembled, and the rifle can be used on its own (although this is a backup capability—the rifle does not function accurately or ergonomically when detached). The other components do not function unless the weapon is fully assembled.

The rifle is essentially a modified version of the HK G36 (page 92). It is a gas-operated weapon with a rotating-bolt design and completely ambidextrous controls. It does not have a full automatic setting, but instead offers single-shot and two-round burst settings. Located on the trigger guard are three switches that control the function of the fire control system (and also switch the trigger to fire the burst weapon instead of the rifle). When detached from the rest of the weapon, the rifle can be used as a standard assault rifle, although it has no buttstock and only rudimentary iron sights. The rifle uses the same magazine as the M16A2, and can accept a 20-round M16 magazine as well.

The fire control system is an electro-optical day-night sight featuring a laser rangefinder. For the rifle, it functions as a standard optical sight with a night-vision feature. For the burst weapon, it functions as a targeting computer, determining the range to the target and downloading that information into the 20mm round.

The 20mm burst weapon is a new type of firearm altogether. It fires an explosive round, but isn't a true grenade launcher. Like a grenade launcher, it is intended primarily for use against targets behind cover. But whereas a grenade launcher arcs its round over cover, the 20mm burst weapon fires in a straight line at a point just above the target, where the munition explodes in mid-air.

To use the burst weapon, the user first sights in on the target using the fire control system. He activates the rangefinder, which determines the exact range to the target (to within three feet, even as far as 3,000 feet away) and sends that data to the chambered 20mm round. The user then fires, using the same trigger that controls the rifle. The 20mm round is not aimed precisely at the target, but rather at a point roughly three feet above it. When the round reaches the target range, it detonates, going off just above the actual target. Enemy soldiers behind cover, or prone on the ground, are subjected to the full blast of the round unless they have overhead cover.

The burst weapon also features a window mode for use against enemies within buildings or bunkers. The user sights in on the building just beneath or beside the window or opening. Once the range is determined, the user shifts aim to the window and fires. The round detonates roughly three feet beyond the window range, presumably inside the room in which the enemy troops are taking cover.

Alternatively, the burst weapon can be used on impact mode. In this manner it functions more like a conventional grenade launcher: The round simply detonates when it hits the target (or anything else).

Like the rifle, the burst weapon features totally ambidextrous controls. Unlike the rifle, however, it cannot be used if detached. If the fire control system is damaged or removed, the burst weapon can only be used in impact mode, and even then is extremely inaccurate, as it features no iron sights.

The final version of the OICW (which will probably be given another name) should be somewhat smaller and lighter than the prototype, weighing in at no more than fifteen pounds when loaded. Although that is considerably more than a typical assault rifle, even the eighteen-pound prototype is smaller and lighter than an M16A2 equipped with an M203 grenade launcher and electro-optical sight. Given that a loaded OICW contains 6 20mm burst rounds (compared to a single round in the M203) and that additional ammunition carried by the solder weighs half as much as M203 ammunition, the weight savings are substantial. And even though the OICW in its final form will probably cost at least ten times as much as an M16A2, it's also somewhat cheaper than the total cost of the M16A2/M203/electro-optical sight combination. The OICW has only slightly greater recoil than the M16A2, and is designed to be significantly more ergonomic (if somewhat more complex) in use.

Although the OICW is not scheduled for actual deployment until 2009, it enters advanced testing, including use in training operations, as early as 2005. Early models could be deployed with special operations units before the official 2009 deployment date.

**d20 Modern Rules:** Separating the rifle from the remainder of the weapon, or reattaching it, is a full-round action. If fired separately, the rifle imposes a –1 penalty on attack rolls. On its own, the rifle portion of the weapon weighs 6 pounds.

The rifle portion of this weapon has a two-round burst setting. When the Burst Fire feat is used with this weapon, the penalty on the attack roll is reduced to –2 instead of –4. Also, the weapon fires only two bullets instead of five and can be used with only two bullets in the weapon. However, the weapon only deals +1 die of damage instead of +2 dice of damage. (In effect, using the Burst Fire feat with this weapon results in the effect of the Double Tap feat.) This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. The OICW has no automatic rate of fire , and cannot be used to make autofire attacks.

When used in standard or window mode, firing the OICW burst weapon is a full-round action. The 20mm shell explodes three feet above the target (or beyond the target window). Determine the effects of cover based upon the point at which the shell explodes, rather than the direction from which the attack is made.

When used in impact mode, attacking with the OICW burst weapon is identical to throwing an explosive (see page 103 of the *d20 Modern Roleplaying Game*): You make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences in using the OICW lie in the range of the weapon and the fact that the OICW requires a weapon proficiency to use without penalty. Because the 20mm burst weapon is optimized for use in an airburst mode, when used in impact mode the weapon deals 2d6 instead of 3d6.

The OICW burst weapon has no iron sights. Using this weapon without the fire control system imposes a –1 penalty on attacks.

The purchase DC given for the 20mm burst shell is for a box of 6 shells.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| OICW (rifle) | 2d8 | 20 | Ballistic | 70 | S, A | Large | 26 | Mil (+3) |
| OICW (burst weapon) | see below | — | — | 150 | S | — | — | — |

| | Damage | Critical | Damage Type | Burst Radius | Reflex DC | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| 20mm burst shell | 3d6 | — | Slashing | 5 ft. | 14 | Tiny | 18 | Mil (+3) |

# BERETTA

## Armi Beretta SpA, Italy

### AR 70

*ALSO* SC 70, SC 70 SHORT

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 1 in. (2 ft. 4 in. folded),<br>2 ft. 0 in. (1 ft. 11 in. folded) (Short) |
| Weight: | 9 lb. |
| Magazine: | 30 box |



A lightweight, gas-operated assault rifle, the AR 70 is an inexpensive yet well-built weapon that was designed to meet a growing need in the 1970s for weapons firing the 5.56mm round. It has few features that make it remarkable, but its cost and reliability led to sales to the Italian Special Forces and the militaries of a handful of countries, including Jordan and Malaysia. It was discontinued in favor of the 70/90, below.

Two variant models were produced: the SC 70, with a folding metal stock, and the SC 70 short, which further reduced length with a shortened barrel. Both weapons function identically to the AR 70.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta AR 70, SC 70 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 18 | Res (+2) |
| Beretta SC 70 Short | 2d8 | 20 | Ballistic | 70 | S, A | Large | 18 | Res (+2) |

### AR 70/90

*ALSO* SC 70/90, SCS 70/90

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 3 in. (2 ft. 6 in. folded),<br>3 ft. 2 in. (2 ft. 5 in. folded) (SCS 70/90) |
| Weight: | 10 lb. |
| Magazine: | 30 box |



Introduced in 1985 in response to the Italian army's search for a new assault rifle, the 70/90 is an upgraded design based on the earlier AR 70. It is a slightly more durable weapon, although it retains the AR 70's inexpensive manufacturing process. Selective fire is controlled by a two-stage trigger. Single-shot, three round burst, and full-auto options are all available, although the trigger mechanism must be adjusted internally for any two of the three. The weapon features a carrying handle, which can be removed to reveal a scope mount that easily takes most optical sights.

As with the AR 70, two variants are made. The SC 70/90 has a folding metal stock, while the SCS 70/90 has a folding stock and a shorter barrel. All three versions are in service with the Italian army.

**d20 Modern Rules:** This weapon may be modified to have a three-round burst setting instead of an automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a Repair check (DC 10) and 10 minutes. It can be returned to its original rates of fire with another Repair check (DC 10).

With the three-round burst setting, when used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta AR 70/90, SC 70/90 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 18 | Res (+2) |
| Beretta SCS 70/90, | 2d8 | 20 | Ballistic | 70 | S, A | Large | 18 | Res (+2) |

# CETME

## Empresa Nacional Santa Barbara, Spain

### CETME C

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 4 in. |
| Weight: | 11 lb. |
| Magazine: | 20 box |

CETME (the Centro de Estudios Technicos de Materiales Especiales) is a design group that included engineers and weapons designers who came to Spain from Germany after World War Two. This accounts for the great similarity in design philosophy between CETME weapons and those of Heckler & Koch, another heir to the German WWII weapon designs. The CETME C is a 7.62mm assault rifle designed in the early 1970s, when the Spanish army called for a weapon that would fire the NATO standard 7.62mm round. It is gas-operated, with a roller-locked bolt. It fires from an open bolt when firing automatically, and a closed-bolt on single shot, and features an integral bipod. It is in service with the Spanish Army.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CETME C | 2d10 | 20 | Ballistic | 90 | S, A | Large | 18 | Res (+2) |

### CETME L

*also* CETME LC

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 1 in.,2 ft. 10 in. (2 ft. 3 in. folded) (LC) |
| Weight: | 8 lb. |
| Magazine: | 30 box |



The CETME L is a reduced version of the Model C design, above, scaled down to fire the 5.56mm round. It is functionally the same as its predecessor, and began to see service with the Spanish army in 1988. A shortened version, the CETME LC, has a reduced barrel and a folding stock.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CETME L | 2d8 | 20 | Ballistic | 80 | S, A | Large | 19 | Res (+2) |
| CETME LC | 2d8 | 20 | Ballistic | 70 | S, A | Large | 19 | Res (+2) |

# CFI

## Chartered Firearms Industries Pte. Limited

### SAR 21

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 8 in. |
| Weight: | 9 lb. |
| Magazine: | 30 box |



A new weapon combining the many features found on most modern assault rifles, the SAR 21 is a bullpup rifle just entering service with the military of Singapore and offered for export to other nations. Designed for ease of use and operator safety, the ergonomic SAR 21 is fully ambidextrous, including a charging handle and ejection port that can be switched to either the right or left side. A translucent plastic magazine makes checking ammo easy, and an open handgrip allows for the use of heavy gloves. A kevlar plate within the buttstock offers some protection to the firer in the event of a dangerous misfire.

The SAR 21 features a 1.5x optical sight in the carrying handle. Auxiliary iron sights are fixed to the top of the carrying handle. A 3x optical sight is available.

An optional laser sight mounts inside the forward handgrip under the barrel; it emits a visible or IR beam (the latter for use with night vision goggles). The laser sight switch is mounted just

forward of the handgrip, where the user's finger rests when not on the trigger, allowing the user to switch the sight on an off without shifting grip.

The SAR 21 is gas operated, with a rotating bolt design.

**d20 Modern Rules:** An internal laser sight is available for this weapon (purchase DC 15). Installing it requires a Repair check (DC 10) and 1 minute.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CFI SAR 21 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 19 | Res (+2) |

# CIS

## Chartered Industries of Singapore, Singapore

### SR 88

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 2 in. |
| Weight: | 9 lb. |
| Magazine: | 30 box |



In the late 1970s, Chartered Industries of Singapore sought to produce an inexpensive 5.56mm assault rifle for export. After experimenting with licensed versions of the M16A1 (below) and designs by other companies, the SR 88 was developed. Similar in design to the M16A1, it is gas operated, using a rotating bolt. It has few innovations, but is offered with full auto capability, or in a version that fires single shots and three-round bursts. It is fairly durable and lightweight, and inexpensive. The M203 grenade launcher, made to mount on the M16, can be fitted to the SR 88.

Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

**d20 Modern Rules:** This weapon may be purchased with a three-round burst setting instead of the automatic rate of fire. When the three-round burst version is used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. The three-round burst version has no automatic rate of fire , and cannot be used to make autofire attacks.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CIS SR 88 | 2d8 | 20 | Ballistic | 80 | S, A[2] | Large | 17 | Res (+2) |

# Colt

## Colt Industries, USA

### M4 Carbine

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 9 in. (2 ft. 6 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 30 box |



The M4 Carbine is a cut-down version of the M16A1, below. The barrel has been shortened by about a third, and the fixed stock has been replaced with one that telescopes, making the weapon even shorter. Operation and all other features are identical to the M16A1, so a user familiar with the latter will have no trouble operating the M4.

Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt M4 Carbine | 2d8 | 20 | Ballistic | 70 | S, A | Large | 18 | Res (+2) |

## M16A2

*ALSO* M16A1

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 3 in. |
| Weight: | 9 lb. |
| Magazine: | 30 box |



Introduced in 1959, the Colt M16 was the first assault rifle to fire the 5.56mm cartridge. It is a gas-operated weapon firing from the closed-bolt position. The M16A2 is a recent variant that offers single-shot and three round burst firing options. It features a heavy barrel, fully adjustable sights, and a flange near the ejection port that protects left-handed firers from ejected cartridges. The carrying handle can double as an optical sight mount, and the forward handguards can be removed to fit the M203 40mm grenade launcher. Recoil is negligible, making the weapon very easy to fire. Because the design allows firing gases from the gas tube to flood the bolt carrier and receiver, the M16 is prone to malfunctions if not properly maintained. Operation and care are easy, however, so such problems do not normally arise.

The M16A2 is the current service rifle for the United States military forces. The A1, however, is still a common weapon in the U.S. and abroad. It is exactly the same as the A2, but has a lighter barrel, no brass-deflecting flange, and sights that are less convenient to adjust. It also lacks a three round burst option, allowing full automatic fire instead. One or both versions of the M16 are used by the Canadian and Israeli armies, as well as those of several Central American nations and the U.S.

Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

**d20 Modern Rules:** The M16A2 has a three-round burst setting . When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. The M16A2 has no automatic rate of fire, and cannot be used to make autofire attacks.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt M16A1 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 17 | Res (+2) |
| Colt M16A2 | 2d8 | 20 | Ballistic | 80 | S | Large | 18 | Res (+2) |

## M16 Commando

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 7 in. (2 ft. 4 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 30 box |

The M16 Commando is a version of the M16A1 even shorter than the M4 Carbine, with a barrel just half the length of the original. Like the M4, just above, it has a telescoping stock, and its features and functions are identical to the M16A1. The Commando looks just like its larger brethren, pictured opposite, except that the barrel ends just past the forward sight post.

Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt M16 Commando | 2d8 | 20 | Ballistic | 60 | S, A | Large | 18 | Res (+2) |

# FN Herstal

## FN Herstal SA, Belgium

### FAL

ALSO L1A1

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 6 in. |
| Weight: | 11 lb. |
| Magazine: | 20 box |



Introduced in 1950, the FAL (Fusil Automatique Léger) is one of the most popular assault rifles ever developed, and certainly the most popular 7.62mm rifle. It is a well-designed gas-operated weapon that uses an unusual tilting-breech mechanism. The cocking handle is on the left side (most assault rifles have it on the right or top), allowing the user to keep his or her firing hand on the pistol grip charging the weapon. The FAL is generally found without the capability for automatic fire, and although it can be modified to allow it, does not handle well when fired automatically.

The FAL is or has been in service with the armies of over eighty nations, including most NATO members. A version called the L1A1 was made in the UK, and is functionally identical despite some minor differences in appearance and construction.

**d20 Modern Rules:** This weapon can be modified to allow both semiautomatic and automatic rate of fire with a Repair check (DC 15) and one hour.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN FAL, L1A1 | 2d10 | 20 | Ballistic | 90 | S | Large | 20 | Res (+2) |

### FNC

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 3 in. (2 ft. 6 in. folded) |
| Weight: | 9 in. |
| Magazine: | 30 box |



Throughout the 1970s, FN experimented with several designs for an assault rifle firing the 5.56mm cartridge. An early version of the FNC was introduced in the late 70s, although the weapon did not enter production until 1982. A gas-operated weapon with a mechanism similar to that of the FAL, the FNC is a sturdy if unremarkable weapon. It has a folding stock. The FNC is in service with the Swedish and Belgian armies, as well as several southeast Asian countries.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN FNC | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |

# GIAT

## Groupement Industriel des Armements Terrestres, France

### FA-MAS

*ALSO* FA-MAS Commando

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 6 in., 2 ft. 3 in. (Commando) |
| Weight: | 9 lb. |
| Magazine: | 25 box |



Introduced in the early 1980s, the FA-MAS is an unusual-looking assault rifle. Its bullpup layout makes it quite compact without sacrificing accuracy—while its barrel is only marginally shorter than that of the M16A2, it is almost a foot shorter. It is a blowback-operated weapon—unusual for an assault rifle, most of which are gas-operated. Single-shot and full-auto settings are standard, although the MAS can easily be modified to fire three round bursts. The weapon features a bipod, a long carrying handle that contains its iron sights, and a reversible ejection port that prevents brass from flying into the face of left-handed firers. The FA-MAS is in service with the French army, and has been sold to several nations in Africa and the Middle East.

The Commando version is identical to the standard FA-MAS, but has a slightly shorter barrel.

**d20 Modern Rules:** This weapon may be modified to have a three-round burst setting instead of an automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a Repair check (DC 10) and 10 minutes. It can be returned to its original rates of fire with another Repair check (DC 10).

With the three-round burst setting, when used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| GIAT FA-MAS | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |
| GIAT FA-MAS Commando | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |

# Heckler & Koch

## Heckler & Koch GmbH, Germany

### G3A3

*ALSO* G3A4, G3K

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 4 in. (2 ft. 9 in. folded),<br>2 ft. 11 in. (2 ft. 4 in. folded) (G3K) |
| Weight: | 11 lb. |
| Magazine: | 20 box |



Introduced in 1959, the G3 is a gas-operated weapon firing the 7.62mm round. It was the first HK weapon to use the roller-locked breech mechanism, which it borrowed from a CETME design of the early 1950s (see the CETME L on page 86). Although made largely of easily-constructed components, the G3 is a very robust and reliable weapon. Several variants have appeared, with the A3 version being most common. The A4 has a collapsible stock, and the G3K is shortened even further with a cut-down barrel. Other variants had minor design differences, and appeared in small numbers.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK G3A3 | 2d10 | 20 | Ballistic | 90 | S, A | Large | 19 | Res (+2) |
| HK G3A4 | 2d10 | 20 | Ballistic | 90 | S, A | Large | 20 | Res (+2) |
| HK G3K | 2d10 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |

## G11

| | |
|---|---|
| Caliber: | 4.73mm Caseless |
| Length: | 2 ft. 6 in. |
| Weight: | 9 lb. |
| Magazine: | 50 box |



With a design dating back to the late 1960s, the G11 is perhaps the most unusual assault weapon around. It arose from an attempt to develop a weapon with a very accurate three-round burst. Heckler & Koch designers decided that the best way to avoid muzzle climb was to have such a high rate of fire that recoil would not affect aim until all three rounds had already left the weapon. This idea led to experimentation with caseless ammunition, since the extraction process is a major restriction on a weapon's maximum rate of fire.

After twenty years and fifteen prototypes, the G11 finished its development cycle in the early 1990s. It has a totally unique bolt that contains the chamber. It rotates up to be loaded from a top-mounted magazine, then rotates back down so the loaded chamber faces into the barrel. The weapon is recoil-operated, with the entire mechanism moving backward within the outer body of the weapon. It returns forward between each shot when fired on automatic or single-shot, but when fired on three round burst it continues backward, not reaching the end of the receiver until all three rounds are clear. In this way the original design goals have been met—since no recoil is felt until the entire burst has been fired, all three rounds hit with equal accuracy. The rate of fire for three round bursts is so high that it sounds like a single, loud shot. Sustained automatic fire is at a much lower rate.

The G11 fires a caseless round specially designed for the weapon. It is comparable in power to the 5.56mm round, but much more compact. The bullet is embedded within the solid propellant, and the round is square in cross-section, so it looks like a small brick. This compact design and the round's light weight allow for a large magazine capacity, and the lack of a casing means that no ejection port is necessary, so there is no place for dirt to easily enter the weapon.

With a bullpup layout, the G11 is short, thick, and light. It is easy to operate, and features a 1x optical sight in a carrying handle. It was to have entered service with the German army in 1990, but the acquisition program was put on hold for reasons unrelated to the design. As many as 1,000 weapons are rumored to have been manufactured and deployed with German special forces units, but no further production has occured.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When the Burst Fire feat is used with this weapon, the penalty on the attack roll is reduced to –2 instead of –4. Also, the weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK G11 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 24 | Res (+2) |

## G33E

*ALSO* G33K

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 1 in. (2 ft. 5 in. folded),<br>2 ft. 10 in. (2 ft. 3 in. folded) (G33K) |
| Weight: | 9 lb. |
| Magazine: | 25 box |



The G33E is a 5.56mm assault rifle based closely upon the G3. In fact, many of its parts, including the trigger mechanism and bolt, are interchangeable with the latter. Normally made with single-shot and full automatic fire options, the G33E can be modified to allow a three round burst. It is available with a fixed or collapsible stock. The G33K is a shortened version, with a collapsible stock and cut-down barrel.

**d20 Modern Rules:** This weapon may be modified to add a three-round burst setting. The modification requires a Repair check (DC 15) and 1 hour.

With the three-round burst setting, when used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK G33E | 2d8 | 20 | Ballistic | 80 | S, A[3] | Large | 19 | Res (+2) |
| HK G33K | 2d8 | 20 | Ballistic | 70 | S, A[3] | Large | 20 | Res (+2) |

## G36

*ALSO* G36K

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 3 in., 2 ft. 10 in. (G36K) |
| Weight: | 8 lb. |
| Magazine: | 30 box |



Adopted by the German army in 1996, shortly after the G11 program was abandoned, the G36 is a gas-operated rifle of relatively conventional design, despite its radical appearance. What is unusual about it, at least for an HK weapon, is that it functions by a rotating bolt system similar to that of the M16A2 and hundreds of other autoloading rifles—the roller-locking breech design common to almost all HK longarms was discarded to reduce weight.

Although it is not a bullpup, the G36 has many of the features found in the latest generation of assault rifles: extensive use of polymers and composites, a 3x optical sight in the carrying handle (the export version has a 1.5x sight), and an ambidexterous charging handle (placed under the carrying handle). Its magazines are made of translucent plastic, making it easy to check on ammunition, and feature lugs that allow several magazines to be clipped together side by side, for easy access when reloading. The carrying handle has auxiliary iron sights. The external components are modular and can be removed individually to modify the weapon—for example, the carrying handle can be removed and replaced with a mount for optical or night-vision sight, while the forward handgrip can be removed for attachment of a grenade launcher.

Although the charging handle can be swung to either side for right- or left-handed users, the G36 is not truly ambidexterous. The fire selection switch is on the left side only, and shells are ejected from the right.

The G36K is a shorter version, intended for use by special forces.

Although the normal magazine for this weapon is a 30-round box, a 100-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK G36 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 19 | Res (+2) |
| HK G36K | 2d8 | 20 | Ballistic | 70 | S, A | Large | 20 | Res (+2) |

### G41E

*ALSO* G41K

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 3 in. (2 ft. 8 in. folded),<br>3 ft. 1 in. (2 ft. 5 in. folded) (G41K) |
| Weight: | 10 lb. |
| Magazine: | 30 box |



In 1987 HK introduced its second 5.56mm assault rifle, the G41. Based on the G33, above, it has been modernized and differs in dimensions. In addition to a number of superficial and minor mechanical changes, the G41 offers a standard three round burst as well as single shot and full automatic fire, and an optical sight mount that easily accepts most scopes and night-vision devices. It is available with a fixed or collapsing stock, and in a shortened-barrel version, the G41K.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK G41E | 2d8 | 20 | Ballistic | 80 | S, A | Large | 19 | Res (+2) |
| HK G41K | 2d8 | 20 | Ballistic | 70 | S, A | Large | 20 | Res (+2) |

# IMI

## Israel Military Industries Ltd., Israel

### Galil ARM

*ALSO* Galil SAR

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 1 in. (2 ft. 5 in. folded) ,<br>2 ft. 9 in. (2 ft. 0 in. folded) (SAR) |
| Weight: | 11 lb., 9 lb. (SAR) |
| Magazine: | 35 box |



The Galil dates to the late 1960s, and is a design with its roots in the Soviet AK rifles. It is gas-operated, with a rotating-bolt mechanism that fires from the closed position. It features a folding metal stock (a fixed stock is available) and a bipod that doubles as a wire cutter. The SAR is a shortened version with a cut-down barrel. It is otherwise identical.

Although the normal magazine for this weapon is a 35-round box, a 50-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Galil ARM | 2d8 | 20 | Ballistic | 80 | S, A | Large | 19 | Res (+2) |
| IMI Galil SAR | 2d8 | 20 | Ballistic | 70 | S, A | Large | 19 | Res (+2) |

### TAR-21 Tavor

*also* CTAR-21, STAR-21

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 4 in., 2 ft. 2 in. (CTAR-21) |
| Weight: | 8 lb. |
| Magazine: | 30 box |



Just set to enter service with the Israeli army, the TAR-21 is a radical-looking bullpup assault rifle firing the 5.56mm round. Designed for simplicity of use, ergonomics, and easy, accurate aiming, the TAR-21 features fully-ambidextrous controls (including an ejection port and charging handle that can be switched from the right side to the left) and a red dot reflex reflector sight that is fixed directly to the barrel, eliminating any need to zero the weapon sight. A night-vision monocular can be mounted to an attachment point just behind the sight, effectively giving the TAR-21 a night sight without removing any components or affecting the weapon's zero. There are no iron sights, however. The gas-operated, rotating bolt design features a polymer stock and an open handguard with no trigger guard, allowing for the use of heavy gloves. The TAR-21 uses the same magazine as the M16A2. A bipod and a grenade launcher are available.

The CTAR-21 is a carbine version with a shorter barrel. It can accommodate a suppressor. The STAR-21 is a sharpshooter model. It has a number of small variations from the standard TAR-21 design, including a rail for an optical or night scope instead of the standard sight, and a butt pad at the end of the shoulder stock. In all other manners the STAR-21 is identical to the TAR-21.

Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI CTAR-21 | 2d8 | 20 | Ballistic | 70 | S, A | Large | 21 | Res (+2) |
| IMI TAR-21 Tavor | 2d8 | 20 | Ballistic | 80 | S, A | Large | 21 | Res (+2) |
| IMI STAR-21 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 22 | Res (+2) |

# KAC

## Knight's Armament Company, USA

### Stoner SR-25

*also* SR-25 Carbine, SR-25K

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 8 in., 3 ft. 0 in. (Carbine) |
| Weight: | 11 lb., 8 lb. ( Carbine) |
| Magazine: | 20 box |



In recent years assault rifle development has moved away from the 7.62mm round, with almost all new assault rifles being designed for the 5.56mm NATO standard round. The SR-25 is an exception: a new design that fires the 7.62mm round.

Actually, the SR-25 is not really a new design; it is closely based on the Colt M16A2 (page 88) and in fact sixty percent of its parts are identical to those of the standard U.S. army assault rifle. It does feature some significant alterations to the M16A2 design, though, in addition to the change in caliber. Chief among these are a floating barrel (the barrel is connected only to the receiver and not to the forward handgrip; this improves accuracy by isolating the barrel from external stresses) and the elimination of the M16A2's carrying handle in favor of a rail for mounting an optical sight.

The SR-25 Carbine is a shortened version. The SR-25K is identical to the Carbine, but further shortens the rifle by adding a collapsible stock similar to that of the Colt M4 Carbine (page 87). Several additional variants exist or are in development, primarily featuring minor differences of interest to civilian sport or target shooters.

Although the normal magazine for this weapon is a 20-round box, a 10-round box is also available.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| KAC Stoner SR-25 | 2d10 | 20 | Ballistic | 90 | S, A | Large | 22 | Res (+2) |
| KAC Stoner SR-25 Carbine, SR-25K | 2d10 | 20 | Ballistic | 80 | S, A | Large | 22 | Res (+2) |

# NORINCO

## Norinco and Chinese State Arsenals, China

### QBZ Type 95

*ALSO* Type 97

| Caliber: | 5.8mm, 5.56mm (Type 97) |
|---|---|
| Length: | 2 ft. 6 in. |
| Weight: | 8 lb. |
| Magazine: | 30 box |



The QBZ Type 95 is a new weapon just introduced into elite Chinese army units; it was first seen by outsiders when Chinese army units moved into Hong Kong during the handover of that city to China in 1997.

The QBZ Type 95 is a bullpup rifle that fires an all-new round: the 5.8x42mm rifle round. (The Type 97 is a variant that fires the standard 5.56mm round and uses the M16 magazines; it's apparently intended primarily for export sales and hasn't been adopted by the Chinese army.) The QBZ features extensive use of polymers in its body. The carrying handle features iron sights, but is designed to easily accept an optical sight, and a grenade launcher can be fitted to the weapon beneath the forward handgrip. The charging handle is on top, under the carrying handle, and the fire selector/ safety switch can be moved to either side, accommodating right- or left-handed firers (the ejection port, however, is on the right side and cannot be changed).

Several additional variants are in development, including a dramatically cut-down carbine that might better be classified as a submachinegun (although it fires the same 5.8mm rifle round) and a sniper rifle with an extended barrel.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Norinco QBZ Type 95, 97 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |

# RSAF

## Royal Small Arms Factory, Nottingham, UK

### L85A1

*ALSO* SA80

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 7 in. |
| Weight: | 12 lb. |
| Magazine: | 30 box |



The design of the L85A1 (sometimes referred to as the SA80) goes back to the 1970s, but it did not complete development until 1985, when it entered service with the British army. It is a bullpup weapon, gas-operated and firing from a closed bolt. It features a 4x optical sight, as well as fold-down iron sights for emergency use. Despite a number of very good ideas in the design, early weapons suffered from manufacturing and design flaws, and the weapon has gained a bad reputation.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSAF L85A1 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |

# Russian State Arsenals

State arsenals of Russia and the former U.S.S.R.

## AKM

ALSO AKMS, AK-47, AKS-47

| Caliber: | 7.62x39mm Russian |
|---|---|
| Length: | 2 ft. 11 in. (2 ft. 2 in. folded) |
| Weight: | 11 lb. |
| Magazine: | 30 box |



The AK family of weapons is one of the most popular and highly-distributed in the world, with versions and variants in every ex-Soviet client state and many non-aligned nations as well. This is not without reason—the AK is well-built and very reliable. It is a gas-operated weapon that fires from the closed bolt position. Not without its faults, the AK must be charged every time it is reloaded (most weapons hold the bolt open when the magazine runs empty, so the user need only hit the bolt release and it will close, leaving the weapon cocked). It is also not very accurate at long range, despite its heavy bullet.

The AKM is the most current variant. It is a little less expensive to manufacture than the AK-47, and has some minor design differences as well. Both weapons are offered in an "S" version, which has a folding stock that swings under the weapon. A number of AK-47 knock-offs are made around the world, many with different names or designations.

**d20 Modern Rules:** Reloading this weapon with an already filled box magazine is a full-round action, not a move action.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA AKM, etc. | 2d8 | 20 | Ballistic | 60 | S, A | Large | 16 | Res (+2) |

## AK-74

ALSO AKS-74

| Caliber: | 5.45x40mm Russian |
|---|---|
| Length: | 3 ft. 1 in. (2 ft. 4 in. folded) |
| Weight: | 9 lb. |
| Magazine: | 30 box |



Introduced in the late 1970s, the AK-74 is the culmination of many years of experimentation by the Soviets in a small-caliber assault weapon. The AK-74 is essentially an AKM (above) rechambered for the 5.45x40mm Russian round (not the same as the pistol round in the same caliber), and it functions identically. Minor changes include a muzzle brake that reduces recoil and muzzle climb on automatic fire. The AK-74 replaced the AKM in the Soviet army and that of several Warsaw Pact nations. The AKS-74 has a skeletal stock that folds to the left.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA AK-74, AKS-74 | 2d8 | 20 | Ballistic | 70 | S, A | Large | 17 | Res (+2) |

## Val AS

| Caliber: | 9mm SP-6 |
|---|---|
| Length: | 2 ft. 11 in. |
| Weight: | 6 lb. |
| Magazine: | 20 box |

Also referred to as the 6P30, the AS is a unique weapon in a couple of regards. For starters, it features an integral suppressor—highly unusual for an assault rifle. It also fires a highly-specialized round, the 9x39mm SP-6 armor piercing round, which was developed especially for this weapon and is not used by any other. (It is not compatible with the common 9mm Parabellum round. The 9mm SP-5 round used by the VSS silent sniper rifle (page 111) is similar but not compatible; the two weapons cannot exchange ammunition).

The AS's suppressor is notable not just because it is built into an assault rifle. It fires to much greater ranges than most other suppressed weapons. Furthermore, the AS can be fired on automatic with no damage to the suppressor. However, it is not a true silencer, and does not completely mask the sound of the weapon's fire.

In other regards, the AS is conventional. Its action and controls are similar to those of the AKM (above). It features a metal buttstock that folds to the left, and a mounting bracket that easily

accepts any common Russian optical or electro-optical sight.

**d20 Modern Rules:** This is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.

The 9mm SP-5 ammunition type (standard for the VSS) is armor piercing. If the target has armor or natural armor, this weapon grants a +1 circumstance bonus on attack rolls.



| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA VAL AS | 2d8–1 | 20 | Ballistic | 70 | S, A | Large | 22 | Mil (+3) |
| (silenced) | 2d8–3 | 20 | Ballistic | 70 | S, A | Large | — | — |

# SIG

## SIG Swiss Industrial Company, Switzerland

### SG 540

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 1 in. |
| Weight: | 8 lb. |
| Magazine: | 30 box |



The SIG SG 540 is an inexpensive 5.56mm assault rifle designed and built for export. It has few remarkable features, being gas operated and firing from a closed bolt. It is normally shipped with single-shot and full-auto capabilities, but can easily be modified to allow three round bursts as well. A bipod is available. The SG 540 is in service with fifteen or so nations in Africa, South America, and the Middle East.

Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

**d20 Modern Rules:** This weapon may be modified to add a three-round burst setting. The modification requires a Repair check (DC 15) and 1 hour.

With the three-round burst setting, when used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG SG 540 | 2d8 | 20 | Ballistic | 80 | S, A[3] | Large | 18 | Res (+2) |

### SG 550

*ALSO* SG 551

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 3 in. (2 ft. 6 in. folded),<br>2 ft. 9 in. (2 ft. 0 in. folded) (551) |
| Weight: | 10 lb., 9 lb. (551) |
| Magazine: | 30 box |



Designed specifically for the Swiss army and originally introduced in 1979, the SG 550 did not enter production or service until 1986. A 5.56mm assault rifle of conventional gas-operated design, the 550 has a number of unique features. The skeletal butt folds to the side, without unduly disturbing the balance of the weapon. Magazines are made of translucent plastic to allow the user to easily see how much ammunition is available, and they can be snapped together side-by-side for easy access when reloading. Selective fire allows single-shots, three round bursts, and full automatic fire. An integral mount easily accepts most scopes.

The SG 551 is a shorter version of the same weapon. It is functionally the same, and has the same features.

Although the normal magazine for this weapon is a 30-round box, a 20-round box is also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG SG 550 | 2d8 | 20 | Ballistic | 80 | S, A[3] | Large | 19 | Res (+2) |
| SIG SG 551 | 2d8 | 20 | Ballistic | 70 | S, A[3] | Large | 19 | Res (+2) |

# STEYR

## Steyr-Mannlicher GesmbH, Austria

### AUG

*ALSO* AUG CARBINE

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 7 in., 2 ft. 3 in. (Carbine) |
| Weight: | 9 lb. |
| Magazine: | 30 box |



An unusual and exotic-looking weapon, the AUG (Armee Universal Gewehr) is a bullpup assault rifle firing the 5.56mm round. It is ergonomically designed, and has modular components allowing it to be converted to a light machinegun, a submachinegun, and a shorter carbine version, by simply changing barrels and breech mechanisms. All of the AUG weapons are covered in this text (see pages 76 and 134).

The AUG is gas-operated, using a rotating bolt and firing from the closed position. Fire selection is controlled by a two-stage trigger, and the weapon can be set by an internal switch to fire either three round bursts or full automatic fire (but not both), in addition to single shots. The safety and charging handle are ambidextrous, and the ejection port can easily be moved from one side to the other, making the AUG one of only two or three truly ambidextrous assault rifles around. Normally fitted with an integral 1.4x optical sight, the receiver can be replaced with one that exchanges the sight for a mounting bracket that will take custom sights or night-vision devices. The magazine is transparent, so the user can check his or her ammunition at a glance, and the forward grip folds up.

The AUG Carbine is a shortened version, differing only in barrel length. Despite its unusual appearance, the AUG is a very successful weapon. It entered service with the Austrian army in 1977, and has since been adopted by Australia, Ireland, New Zealand, and a number of other nations in Africa and the Middle East.

Although the normal magazine for this weapon is a 30-round box, a 42-round box is also available.

**d20 Modern Rules:** In addition to being available as a complete weapon, the AUG Carbine can be obtained as a conversion kit (purchase DC 17, restriction (+2)) for the Steyr AUG assault rifle. Using the conversion kit to change an AUG assault rifle into an AUG Carbine or back requires a Repair check (DC 10) and 10 minutes.

This weapon may be modified to have a three-round burst setting instead of an automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a Repair check (DC 10) and 1 minute. It can be returned to its original rates of fire with another Repair check (DC 10).

With the three-round burst setting, when used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr AUG | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |
| Steyr AUG Carbine | 2d8 | 20 | Ballistic | 70 | S, A | Large | 20 | Res (+2) |

# Chapter Four

# RIFLES

# RIFLES

The concept of the sniper—a sharpshooter who can take well-aimed shots at specific, high-value targets—is not new, but the use of specialized weapons for sniping is. Until very recently, sniping rifles were simply standard military weapons that, for one reason or another, proved to be unusually accurate, and which were fitted with scopes or other special sights. On a few occasions, precision sporting or match rifles were modified to accept the rigors of military use. Many sniper rifles in use today are modifications of existing military or civilian weapons, but the advent of purpose-built sniping rifles in the last couple of decades has broadened the field of weapons available to the professional. Additionally, the role of the sniper has changed and grown in conventional military operations, and has become important to law-enforcement as well.

Sniping rifles have three areas of application. Two are military: the use of sniping attacks against personnel (the oldest and best-known function of the sniper); and against equipment (a newer application, brought on by the advent of very high-powered rifles firing the .50in Browning or even larger rounds). The third is a law-enforcement application: the use of snipers in counter-terrorist, hostage-rescue, and other special operations. Law-enforcement sniping differs from the military activity in that the sniper usually has a great deal of time to prepare for a shot, is generally not at extreme range, and rarely requires much mobility or time in the field before or after the shot. On the other hand, the law-enforcement sniper must be very selective about his or her target (hostages are often involved), and must exercise a great deal of discipline. A first-shot kill can be critical to a larger operation. Consequently, law-enforcement sniping rifles must be as precise as possible, at least at short and medium ranges. They can often be adjusted by the user in numerous ways for comfort and accuracy. Military rifles, on the other hand, must be precise at longer ranges, but can sacrifice some precision (and customizing features) for durability and utility in the field.

Anti-material sniping rifles differ from both in that the target is often well-protected and difficult to damage. As a result, anti-material rifles must provide extreme power and range in a portable package, while fitting the same criteria as military anti-personnel rifles for durability and accuracy.

For a long time it was generally believed that true accuracy could only be achieved in a bolt-action weapon. This belief has some basis in logic—any movement or mechanical action by the bolt can conceivably affect a weapon's stability before the bullet has time to clear the barrel. As a result, many of the world's most accurate weapons continue to be bolt-action. But bolt-action weapons are slow and difficult to use, and generally require the user to take his or her eye and firing hand away from the firing position between shots. Recently, some excellent semiautomatic weapons, mostly out of Germany and Switzerland, have challenged the supremacy of the bolt-action design. Furthermore, the increased interest in very large-caliber anti-material weapons has fuelled the use of semiautomatic designs. These weapons have a great deal of natural recoil, much of which can be absorbed by the bolt mechanism. Bolt-action weapons have no mechanical action or buffer to protect the firer from their recoil. Semiautomatic and bolt-action rifles are both in common use today.

Changes to weapon design have not been limited to the creation of larger, more powerful rifles or the growing acceptance of semiautomatic operation. A whole new design philosophy has come about in recent years, with the principle goal of preventing any physical contact with the weapon from affecting the aim of the precision barrel. Even a moderate amount of pressure on a rifle's barrel can warp it ever so slightly, and even the slightest distortion can have a significant effect at long range. So many rifles made today feature "free-floating" barrels—the barrel only contacts the rest

of the weapon at the breach end. All handguards, bipods, and other furniture are connected to the receiver, making no direct contact against the barrel. In this manner, distortions in the receiver (caused, for example, by the weight of the rifle resting on the bipod) do not affect the barrel. Another application of this design philosophy is the use of a "skeleton," either an external frame or an internal backbone. The skeleton keeps the weapon extremely rigid, preventing distortions in the receiver or furniture from affecting the barrel.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game.*

### Adjustable Fittings

Some sniper rifles are equiped with adjustable fittings. Adjustable fittings make the weapon more comfortable and natural-feeling to the firer, improving his aim. The firer does not have to take advantage of adjustable fittings; the weapon functions normally even if the adjustable fittings are not used.

To gain the benefit of adjustable fittings, a user must first make an initial adjustment. Doing so requires ten minutes. The adjustment benefits only that individual; if another person wishes to gain the benefit of the adjustable fittings, he must make his own initial adjustment (thereby negating the original user's initial adjustment).

Adjusted fittings increase the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat.

A character without the Dead Aim feat gains no benefit from adjustable fittings.

### Changing Scopes

A scope can only be attached to a weapon equiped with a scope mount. Some firearms come with scope mounts, but unless otherwise stated they do not. Adding a scope mount to a weapon takes 1 hour and a Repair check (DC 15). A scope mount has a purchase DC of 10.

When a scope is attached to a weapon for the first time, it must be zeroed or it will not function accurately. Zeroing is the process by which the scope is precisely aligned with the aim of the weapon. Zeroing takes 15 minutes and requires the firing of 10 bullets. The weapon must be fired to be zeroed.

Once the scope is zeroed, it can be removed and re-attached later to the same weapon without zeroing it again. If it is attached to a different weapon it must be zeroed to that weapon, rendering it no longer zeroed to the original weapon.

Attaching or removing a scope is a full-round action.

### Iron Sights

Iron sights are the standard, built-in aiming sights found on almost all firearms. Some sniper rifles lack iron sights because they are intended to always be used with scopes. A firearm without iron sights imposes a –1 penalty on attack rolls unless used with a scope.

Unless otherwise noted, every firearm in this book includes iron sights.

# Accuracy International

Accuracy International, UK

## AI Covert

| Caliber: | 7.62mm |
|---|---|
| Length: | 4 ft. 1 in. |
| Weight: | 15 lb. |
| Magazine: | 10 box |



The Covert is a suppressed version of the PM (below), which can be broken down for easy transportation and concealment. A 6x, 10x, or 12x scope is supplied with the weapon, although others can be fitted easily. The Covert comes with a normal-looking suitcase, into which it fits nicely when broken down.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.

This is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 20) is required to notice the sound of the weapon firing.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount and comes with a standard scope.

This weapon can be disassembled for convenient transport. Disassembling or assembling the weapon takes two full rounds.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| AI Covert | 2d10 | 20 | Ballistic | 60 | Single | Large | 23 | Res (+2) |
| (silenced) | 2d10–2 | 20 | Ballistic | 60 | Single | Large | — | — |

## AI PM Counter-terrorist

*also* L96A1

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 8 in. |
| Weight: | 15 lb. |
| Magazine: | 10 box |

This weapon was designed from the ground up as a sniping rifle that would provide first-hit accuracy at extreme range, under extreme conditions. A bolt-action weapon, the PM entered service with the British army in 1986 as the L96A1, with a few modifications.

All of the PM's components are fixed to a rigid aluminum frame beneath the plastic stock, and the stock does not contact the barrel. This prevents any flexing of the stock from affecting aim. The bolt-action has a short follow, so the firer does not have to take his or her eye away from the scope while working the bolt. The weapon is fitted with a forward bipod, and a monopod under the butt, so the firer does not have to support it for long periods of time. The weapon has no iron sights, but 12x scope is standard. It can be replaced easily.

The L96A1 is essentially the same, but has no monopod and is fitted with a 6x scope.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.



This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| AI PM, L96A1 | 2d10 | 20 | Ballistic | 100 | Single | Large | 22 | Lic (+1) |

# Barrett

## Barrett Firearms Manufacturing Co.,USA

### M82A1 Light Fifty

| | |
|---|---|
| Caliber: | .50in Browning |
| Length: | 4 ft. 9 in. |
| Weight: | 33 lb. |
| Magazine: | 11 box |



While at over 33 pounds the Light Fifty may seem anything but light, it is well under half the weight of the M2HB machinegun (page 130), which until recent years was the only major infantry weapon to fire the .50in Browning round. The M82A1 is a simple, rugged weapon that works much like a recoil-operated pistol. On firing, the barrel and bolt are both blown back until the round has cleared the weapon, whereupon the barrel stops and the bolt keeps moving to complete the cocking and loading cycle.

The Light Fifty is fitted with a muzzle brake and thick butt pad to protect the firer from the .50in round's powerful recoil. It comes with a bipod and 10x scope, and fold-up iron sights as a backup. The Light Fifty is in service with U.S. and other special forces.

**d20 Modern Rules:** This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Barrett Model 82A1 | 2d12 | 20 | Ballistic | 120 | S | Huge | 25 | Lic (+1) |

### M82A2

| | |
|---|---|
| Caliber: | .50in Browning |
| Length: | 4 ft. 7 in. |
| Weight: | 30 lb. |
| Magazine: | 11 box |

The M82A2 is a bullpup version of the A1, with the pistol grip placed forward of the magazine and the brace for the firer's shoulder moved up against the back of the magazine well. While the A2 is only slightly shorter than the original, the portion of the weapon that sticks out in front of the firer is considerably less, making it much more practical in even slightly restricting spaces. The A2 is functionally the same as the A1, and is fitted with the same features, minus the iron sights and bipod. In place of the latter is a forward pistol grip, allowing the firer to hold the rifle like a bazooka.

**d20 Modern Rules:** This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Barrett Model 82A2 | 2d12 | 20 | Ballistic | 120 | S | Large | 24 | Lic (+1) |

## M90

| Caliber: | .50in Browning |
|---|---|
| Length: | 3 ft. 9 in. |
| Weight: | 23 lb.s |
| Magazine: | 5 box |



The M90 is a smaller, lighter version of the M82, and is bolt-action. Because there is no semiautomatic mechanism to absorb recoil, the M90 is fitted with a muzzle brake that would look at home on a tank. It has no iron sights, but is equipped with a mount that will take almost any scope.

**d20 Modern Rules:** This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Barrett Model 90 | 2d12 | 20 | Ballistic | 120 | Single | Large | 24 | Lic (+1) |

# Beretta

### Armi Beretta SpA, Italy

## Sniper

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 10 in. |
| Weight: | 13 lb. |
| Magazine: | 5 box |



The Beretta Sniper is a conventionally-designed bolt-action weapon with a wooden stock. Its barrel is free-floating, meaning that it does not contact the foreguard, so its aim cannot be affected by stress on the weapon's furniture. The Sniper is fitted with a flash suppressor/muzzle brake, a removable bipod, an adjustable cheek-piece and butt, and match-quality iron sights. A 1.5x to 6x zoom scope is available as an option, although the Sniper will easily mount almost any scope.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta Sniper | 2d10 | 20 | Ballistic | 100 | Single | Large | 20 | Lic (+1) |

# GIAT

### Groupement Industriel des Armements Terrestres, France

## FR-F2

*also* FR-F1

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 9 in. |
| Weight: | 12 lb. |
| Magazine: | 10 box |

Introduced in 1984, the FR-F2 is a recent revision of the FR-F1, a sniping rifle that entered service with the French army and GIGN in the mid '60s. A match rifle design modified to meet military requirements, the FR-F2 is a bolt-action weapon featuring adjustable cheek and butt plates, a bipod, fold-down iron sights, and an adjustable trigger pull. It has an unusual plastic sleeve over the barrel to regulate barrel heat. A 4x scope is standard, although almost any scope can be fitted.

The older FR-F1 is essentially the same. It lacks the plastic barrel sleeve, and the bipod is less convenient. The scope mount is different, making the fitting of non-standard scopes more difficult. Remaining differences are superficial. Some FR-F1s chambering the now obsolete 7.5mm round were made.

**d20 Modern Rules:** This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

The FR-F2 has a scope mount and comes with a standard scope. The FR-F1 comes with a standard scope, but its scope mount cannot be used with other scopes.



| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| GIAT FR-F1 | 2d10 | 20 | Ballistic | 100 | Single | Large | 20 | Lic (+1) |
| GIAT FR-F2 | 2d10 | 20 | Ballistic | 100 | Single | Large | 21 | Lic (+1) |

## PGM UR Intervention

*also* PGM UR Commando

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 3 in.,<br>3 ft. 0 in. (Commando) |
| Weight: | 12 lb., 10 lb. (Commando) |
| Magazine: | 5 box |



Recently introduced into service with French government and security agencies, the PGM UR Intervention is a bolt-action sniping rifle built on a rigid aircraft-grade aluminum frame. It features an ambidextrous pistol grip and fully-adjustable buttstock, along with a folding bipod and an instant-release five-round magazine set inside the aluminum receiver. A top rail accommodates an optical or electo-optical sight.

The heavy barrel is finned to keep it cool and prevent any minute warping, which would affect aim. Several barrels are available, including a longer barrel as well as a silenced barrel. Barrels can be quickly changed without affecting the weapon's zero.

Although the standard version of the UR Intervention fires the 7.62mm round, the weapon can be custom-ordered in any of a wide variety of rifle calibers.

The PGM UR Commando is a shorter, lighter version of the rifle, designed for military special operations use. It features a fluted, rather than finned barrel, and a folding stock. Like the Intervention, a silenced barrel is available and can be quickly switched with the standard barrel. In all other regards, it functions identically to the Intervention.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

A silenced barrel is available for this weapon (purchase DC 16, restriction Res (+2)). Changing the barrel is a full-round action. When fitted with the silenced barrel, this is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| GIAT PGM UR Commando | 2d10 | 20 | Ballistic | 100 | Single | Large | 22 | Lic (+1) |
| (silenced) | 2d10–2 | 20 | Ballistic | 70 | Single | Large | — | — |
| GIAT PGM UR Intervention | 2d10 | 20 | Ballistic | 100 | Single | Large | 21 | Lic (+1) |
| (silenced) | 2d10–2 | 20 | Ballistic | 70 | Single | Large | — | — |

# GRENDEL

Grendel, Inc., USA

## SRT

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 5 in. (2 ft. 6 in. folded) |
| Weight: | 7 lb. |
| Magazine: | 9 box |

The Grendel is a bolt-action 7.62mm rifle designed to be as light and portable as a 5.56mm. The barrel is thick, but fluted to save weight, and a muzzle brake is fitted to reduce felt recoil. There is an integral bipod. The stock is made of a lightweight plastic reinforced with glass fibre. The butt is hollow and open underneath, and folds under the weapon, enclosing the trigger guard and magazine. The Grendel has no integral sights, but will easily mount most scopes.

**d20 Modern Rules:** This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Grendel SRT | 2d10 | 20 | Ballistic | 100 | Single | Large | 21 | Lic (+1) |

# HECKLER & KOCH

Heckler & Koch GmbH, Germany

## G3 SG/1

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 4 in. |
| Weight: | 13 lb. |
| Magazine: | 20 box |

The G3 SG/1 is simply an exceptionally accurate G3A3 assault rifle (page 90) with a few improvements. During the G3 manufacturing process, weapons are tested for function and accuracy. Those that, for whatever reason, test above a certain threshold are set aside for conversion into the SG/1. An adjustable trigger is fitted, and a 1.5x - 6x zoom sight is supplied. All other features of the G3A3 are retained, and there is no functional difference between the SG/1 version and the original—in fact, the SG/1 can fire on full automatic. The G3 SG/1 is used by many German police forces.

The G3 SG/1 looks like the G3A3, pictured on page 90.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK G3 SG/1 | 2d10 | 20 | Ballistic | 100 | S, A | Large | 20 | Lic (+1) |

## MSG 90

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 10 in. |
| Weight: | 14 lb. |
| Magazine: | 5 box |



Introduced in 1987, the MSG 90 is a purpose-built sniper rifle based on the roller-locked bolt design of the G3A3 and other Heckler & Koch weapons. A semiautomatic rifle, it was designed specifically for military applications. It has no iron sights, but features a 12x scope, an attachment point for a bipod, and adjustable butt, cheek-rest, and trigger. The scope can be removed and almost any other will mount easily.

Although the normal magazine for this weapon is a 5-round box, a 20-round box is also available.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead

Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK MSG 90 | 2d10 | 20 | Ballistic | 100 | S | Large | 21 | Lic (+1) |

## PSG 1

| | |
|---|---|
| Caliber: | 7.62mm |
| Length: | 3 ft. 11 in. |
| Weight: | 18 lb. |
| Magazine: | 1 int. |



The PSG 1 is a semiautomatic sniper rifle designed for police and covert operations use. It has a unique mechanism for silently closing the bolt, and is normally a single-shot weapon. It can be modified to accept a five- or twenty-round magazine, although loading from a magazine compromises its silent mechanical operation. The PSG 1 features an adjustable butt, cheek rest, and trigger. It has no iron sights, but comes with an integral 6x scope. It is a very accurate weapon.

Although this weapon is not normally used with a box magazine, a 5-round box and 20-round box are available.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon comes with a standard scope, but its scope mount cannot be used with other scopes.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK PSG 1 | 2d10 | 20 | Ballistic | 100 | S | Large | 22 | Lic (+1) |

# IMI

### Israel Military Industries, Ltd., Israel

## Galil Sniper

| | |
|---|---|
| Caliber: | 7.62mm |
| Length: | 3 ft. 8 in. (2 ft. 9 in. folded) |
| Weight: | 15 lb. |
| Magazine: | 20 box |



Based on the design of the Galil assault rifles, the Galil Sniper is a semiautomatic rifle firing the 7.62mm round. It has the same basic features found on the Galil ARs, but with a few modifications. The barrel is heavier and more accurate, and the weapon comes with an attached folding bipod. Standard iron sights are fitted, but there is also a scope mount on the left side, which doesn't interfere with the iron sights. A 6x scope is provided, but almost any other will fit easily. The Galil features an adjustable cheek rest and butt, and the buttstock folds for compact storage and transport. Unlike its assault rifle brethren, it has no automatic fire setting.

**d20 Modern Rules:**This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Galil Sniper | 2d10 | 20 | Ballistic | 100 | S | Large | 19 | Lic (+1) |

# LEI

## Law Enforcement International Ltd., UK

### DeLisle Mark 3

| Caliber: | .45in ACP |
|---|---|
| Length: | 3 ft. 2 in. |
| Weight: | 8 lb. |
| Magazine: | 4 box |



The LEI DeLisle is based on a silent weapon used during the Second World War. It fires the .45in ACP round, ideally suited for silent firing due to its very low velocity. A bolt-action weapon, the Mark 3 is exceptionally quiet, producing only the noise of a the firing pin striking the primer. An unusual feature of the Mark 3 is its magazine, which collects the spent shell casings in a compartment behind the live rounds.

**d20 Modern Rules:** This is a silenced weapon. A Listen check (DC 25) is required to notice the sound of the weapon firing.

This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| LEI DeLisle Mark 3 | 2d6–1 | 20 | Ballistic | 40 | Single | Large | 19 | Res (+2) |

### DeLisle Mark 4

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 11 in. |
| Weight: | 10 lb. |
| Magazine: | 4 box |



The DeLisle Mark 4, despite its name, owes little to the design of the Mark 3 or the wartime weapon that spawned it. It is a bolt-action rifle based on the Remington 700 (covered below), firing the 7.62 round.

**d20 Modern Rules:** This is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 20) is required to notice the sound of the weapon firing.

This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| LEI DeLisle Mark 4 | 2d10 | 20 | Ballistic | 60 | Single | Large | 22 | Res (+2) |
| (silenced) | 2d10–2 | 20 | Ballistic | 60 | Single | Large | — | — |

# Parker–Hale

## Parker-Hale Ltd., UK

### Model 85

*also Model 85 silenced*

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 11 in. |
| Weight: | 13 lb. |
| Magazine: | 10 box |

The Parker-Hale Model 85 is a rugged purpose-built bolt-action sniping rifle. It features an adjustable butt and trigger pull, a pivoting bipod, and iron sights for emergency use. It does not come with a scope, but has an integral mount that will take almost any optical sight. The lightweight stock is made of fiberglass, and is available in camouflage patterns. The Model 85 Silenced is identical, but features a suppressed barrel. Parker-Hale ceased production of the Model 85 in 1990, and the design was sold to Navy Arms in the U.S. The Model 85 is in service with the British army.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

The Model 85 Silenced is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When

firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 20) is required to notice the sound of the weapon firing.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.



| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Parker-Hale Model 85 | 2d10 | 20 | Ballistic | 100 | Single | Large | 21 | Lic (+1) |
| Parker-Hale Mod. 85 Silenced | 2d10 | 20 | Ballistic | 70 | Single | Large | 23 | Res (+2) |
| (silenced) | 2d10–2 | 20 | Ballistic | 70 | Single | Large | — | — |

# REMINGTON

## Remington Arms Co., USA

### M24

| | |
|---|---|
| Caliber: | 7.62mm |
| Length: | 3 ft. 7 in. |
| Weight: | 14 lb. |
| Magazine: | 6 int. |



Introduced in 1988, the M24 is the newest sniping rifle to enter service with the U.S. army, and is in the process of replacing the Springfield M21 (page 112), currently in use with some units. It is a bolt-action weapon, based on Remington's Model 700 (below) and a special trigger mechanism designed for custom match rifles. The stock is made of a Kevlar composite. The M24 features an adjustable butt, an attachable bipod, and a 10x scope. No iron sights are fitted, but almost any other scope can be used.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Remington M24 | 2d10 | 20 | Ballistic | 100 | Single | Large | 21 | Lic (+1) |

### Model 700

*also* M700

| | |
|---|---|
| Caliber: | 5.56mm, 7.62mm |
| Length: | 3 ft. 6 in. |
| Weight: | 7 lb. |
| Magazine: | 6 int., 5 int. (7.62mm) |



The Remington Model 700 was a very advanced sporting rifle when it was introduced in 1948, and it is still a popular weapon. It is a bolt-action rifle with a reputation for durability, accuracy, and ease of use. Only two calibers are covered here, but the Model 700 has been made in versions firing virtually every popular rifle round available. There are also variants with slightly longer or shorter barrels.

The 7.62mm M700 is a version used as a sniping rifle by the U.S. Marine Corps. It is essentially the same as the civilian model.

**d20 Modern Rules:** This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Remington Model 700 5.56 | 2d8 | 20 | Ballistic | 80 | Single | Large | 17 | Lic (+1) |
| Remington Model 700 7.62 | 2d10 | 20 | Ballistic | 100 | Single | Large | 17 | Lic (+1) |

# Ruger

Sturm, Ruger, & Co. Inc., USA

## Mini-14

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 1 in. |
| Weight: | 7 lb. |
| Magazine: | 10 box |



Introduced in 1973, the Mini-14 is a scaled-down weapon that has its evolutionary roots in the U.S. army's M14 and M1 service rifles. It is a gas-operated rifle firing the 5.56mm cartridge. An enormously popular commercial and police rifle, the Mini-14 has spawned a number of variants and knock-offs.

Although the normal magazine for this weapon is a 10-round box, a 5-round box, 20-round box, and 30-round box are also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Ruger Mini-14 | 2d8 | 20 | Ballistic | 90 | S | Large | 16 | Lic (+1) |

# Russian State Arsenals

State Arsenals of Russia and the former U.S.S.R.

## Druganov SVD

| Caliber: | 7.62x54mm Russian |
|---|---|
| Length: | 4 ft. 0 in. |
| Weight: | 10 lb. |
| Magazine: | 10 box |



First seen in the early 1960s, the Druganov SVD is a gas-operated sniping rifle in service with the states of the former U.S.S.R. and Warsaw Pact. Although based on the AK assault rifles, the SVD was a new design from the ground up, and it has a reputation for extreme accuracy. It is fitted with a 4x scope that has limited passive IR capability, mounted on the left side of the weapon. Most other scopes will not fit on the weapon without some modification, but there are iron sights.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon comes with an electro-optical scope, but its scope mount cannot be used with other scopes.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA Druganov SVD | 2d10 | 20 | Ballistic | 100 | S | Large | 20 | Lic (+1) |

### VSS Silent Sniping Rifle

| Caliber: | 9mm SP-5 |
|---|---|
| Length: | 2 ft. 11 lb. |
| Weight: | 6 lb. |
| Magazine: | 10 box |

A unique weapon closely related to the RSA Val AS silenced assault rifle (page 96), the VSS was designed for covert operations. It fires a special round, the 9mm SP-5 round, that isn't used in any other weapon (and is not compatible with common 9mm Parabellum or the 9mm SP-6 round fired by the Val AS). Although a subsonic round, the 9mm SP-5 is designed to penetrate light armor. Unlike many sniping rifles, the VSS can be fired on automatic. It comes with an optical sight and night scope, as well as iron sights. It can be quickly stripped down and carried in a special briefcase that comes with the weapon.

In other regards, the AS is conventional. Its action and controls are similar to those of the AKM (page 96). It features a metal buttstock that folds to the left, and a mounting bracket that easily accepts any common Russian optical or electro-optical sight in addition to those that come with the weapon.

Although the normal magazine for this weapon is a 10-round box, a 20-round box is also available.

**d20 Modern Rules:** This is a silenced weapon. A Listen check (DC 15) is required to notice the sound of the weapon firing.

This weapon has a scope mount and comes with a standard scope and an electro-optical scope.

This weapon can be disassembled for convenient transport. Disassembling or assembling the weapon takes two full rounds.

The 9mm SP-5 ammunition type (standard for the VSS) is armor piercing. If the target has armor or natural armor, this weapon grants a +1 circumstance bonus on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA VSS | 2d8–3 | 20 | Ballistic | 70 | S, A | Large | 22 | Mil (+3) |

# SIG

## SIG Swiss Industrial Company, Switzerland

### SSG 550

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 8 in. |
| Weight: | 16 lb. |
| Magazine: | 20 box |



Developed from the SIG SG 550 assault rifle, the SSG 550 is a semiautomatic sniping weapon designed specifically for police use. Its mechanical design does not vary much from its assault rifle namesake, although it features a carefully crafted heavy barrel. It also has a fully adjustable grip and stock, allowing the user to alter the butt, cheek rest, angle of the pistol grip, and a hand rest on the grip to his or her preference. No iron sights are fitted, but almost any optical sight can be easily mounted.

Although the normal magazine for this weapon is a 20-round box, a 30-round box is also available.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

This weapon has no iron sights. Using this weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| SIG SSG 550 | 2d8 | 20 | Ballistic | 80 | S | Large | 21 | Lic (+1) |

# SPRINGFIELD

Springfield Armory Inc., USA

## M21

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 8 in. |
| Weight: | 10 lb. |
| Magazine: | 20 box |



Basically a modified version of the obsolete M14 rifle (the U.S. Army's standard infantry rifle before the introduction of the M16), the M21 is the U.S. army's current sniper rifle, pending deployment of the M24 (above). Although no different in design from the M14, the M21 is crafted of superior materials and to higher tolerances. The result is an accurate, rugged combat sniping weapon. It is issued with a very good 3 - 9x zoom scope, but has iron sights as well and will take any other optical sight easily.

**d20 Modern Rules:** This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Springfield M21 | 2d10 | 20 | Ballistic | 100 | S | Large | 20 | Lic (+1) |

# STEYR

Steyr-Mannlicher GesmbH, Austria

## AMR

| Caliber: | 15mm |
|---|---|
| Length: | 6 ft. 6 in. |
| Weight: | 44 lb. |
| Magazine: | 5 box |



Designed for use against equipment rather that personnel, the AMR (Anti-Material Rifle) is a very heavy sniping weapon firing a special 15mm round. Bullpup in layout, the AMR is a semiautomatic weapon with a heavy muzzle brake and buffer, giving it the felt recoil of a powerful sporting rifle despite its massive round. It features a bipod and a rear monopod (so the firer doesn't have to support the weapon's weight for extended periods), and a large optical sight. The 15mm round, developed specifically for this weapon, fires a fin-stabilized flechette made of tungsten, and offers exceptional range. The AMR can be quickly broken down to be carried by two personnel.

Although the normal magazine for this weapon is a 5-round box, an 8-round box is also available.

**d20 Modern Rules:** This weapon comes with a standard scope, but its scope mount cannot be used with other scopes.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr AMR | 2d12 | 20 | Ballistic | 130 | S | Huge | 26 | Mil (+3) |

### SSG 69

*ALSO* SSG-P, SSG-P SILENCED

| | |
|---|---|
| Caliber: | 7.62mm |
| Length: | 3 ft. 9 in. |
| Weight: | 10 lb., 11 lb. (SSG-P) |
| Magazine: | 5 box |



Introduced in 1969, the SSG 69 is the Austrian army's sniping rifle. A bolt-action weapon, the SSG 69 is extremely accurate. It features a plastic stock with an adjustable-length butt, adjustable trigger pull, and a rotary magazine with a clear plastic end so the user can quickly check his or her ammunition status. The rotary magazine fits cleanly into the stock, with no protrusions, but a 10-round box magazine is available that does not. Iron sights are fitted, but the weapon comes with 6x scope, and almost any other optical sight can be easily mounted.

The SSG-P variant is a modified version designed for police use. It has a heavier, higher-quality barrel, and no iron sights. There are a number of superficial changes as well, but the weapon is functionally identical.

Another variant is the SSG-P Silenced. This weapon comes with a large suppressor. The suppressor cannot be made to fit the other versions of the SSG, as extensive modifications to the barrel must be made.

Although the normal magazine for this weapon is a 5-round box, an 10-round box is also available.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

When the SSG-P Silenced is fitted with its suppressor, it is a suppressed weapon. Although the weapon's firing is audible, determining the location of this weapon by its sound alone requires a Listen check (DC 15). When fitted with its suppressor and firing cold-loaded ammunition this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing.

This weapon has adjustable fittings. If fitted to the firer, this weapon increases the bonus on attacks from the Dead Aim feat by +1. This bonus stacks with the bonus from the Improved Dead Aim feat. A character without the Dead Aim feat gains no benefit from adjustable fittings.

The SSG-P and SSG-P Silenced have no iron sights. Using either weapon without a scope imposes a –1 penalty on attacks.

This weapon has a scope mount and comes with a standard scope.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr SSG 69, SSG-P | 2d10 | 20 | Ballistic | 100 | Single | Large | 22 | Lic (+1) |
| Steyr SSG-P Silenced | 2d10 | 20 | Ballistic | 60 | Single | Large | 22 | Res (+2) |
| (silenced) | 2d10–2 | 20 | Ballistic | 60 | Single | Large | — | — |

# TECHNIKA

## Technika, Hungary

### DESTROYER

| | |
|---|---|
| Caliber: | 12.7x107mm Russian |
| Length: | 4 ft. 11 in. |
| Weight: | 37 lb. |
| Magazine: | 10 box |



The Technika Destroyer is a recoil-operated semiautomatic sniper rifle designed specifically for military special operations. A version of a Soviet weapon, it is being marketed to the west, but the fact that it fires the uncommon Russian 12.7mm round is a limit to its popularity. Nevertheless, the Destroyer is a very accurate weapon. It comes with a 3x scope, and a bipod and large muzzle brake are standard. A custom mount is required before any other scope can be fitted.

**d20 Modern Rules:** This weapon comes with a standard scope, but its scope mount cannot be used with other scopes.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Technika Destroyer | 2d12 | 20 | Ballistic | 120 | S | Huge | 21 | Lic (+1) |

### Top Gun

| Caliber: | 12.7x107mm Russian |
|---|---|
| Length: | 4 ft. 5 in. |
| Weight: | 26 lb. |
| Magazine: | 1 int. |



The Top Gun is a bolt-action weapon firing the Russian 12.7mm round. Like the Destroyer, it is an ex-Soviet military design. The Top Gun is unique in that the pistol grip is attached to the bolt, and both are removed from the bottom of the weapon in order to load a round. While this may seem awkward, it actually makes for a fairly smooth action—after firing, the user simply pulls down on the pistol grip, loads a round with his or her non-firing hand, then replaces the grip and bolt, never taking the firing hand off the pistol grip. Like the Destroyer, the Top Gun comes with a bipod, a large muzzle brake, and a 3x scope. It dismantles quickly for easy transport.

**d20 Modern Rules:** This weapon comes with a standard scope, but its scope mount cannot be used with other scopes.

This weapon can be disassembled for convenient transport. Disassembling or assembling the weapon takes two full rounds.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Technika Top Gun | 2d12 | 20 | Ballistic | 120 | Single | Huge | 19 | Lic (+1) |

# Walther

## Carl Walther Waffenfabrik, Germany

### WA-2000

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 0 in. |
| Weight: | 18 lb. |
| Magazine: | 6 box |



Introduced in the early '80s, the WA-2000 is an unusual weapon, purpose-built as a sniper rifle. Designed with input from counter-terrorist units, the WA-2000 is a semiautomatic bullpup rifle. It has a pair of rails above and below the barrel, and comes with a folding bipod that mounts on the top rail, and can be moved along the rail for optimal positioning. A large muzzle brake greatly reduces the recoil, keeping the weapon on target for additional shots. The WA-2000 easily mounts most scopes and electro-optical sights.

**d20 Modern Rules:** Due to its high quality of manufacture, this weapon is always considered a mastercraft +2 weapon. As such, it grants a +2 bonus on attack rolls.

This weapon has a scope mount.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Walther WA 2000 | 2d10 | 20 | Ballistic | 100 | S | Large | 23 | Lic (+1) |

# CHAPTER FIVE

# SHOTGUNS

# Shotguns

In the days of the American frontier, the weapons available to the law enforcement officer were often limited by what was on hand. This probably accounts for the historical popularity of shotguns among American police agencies—a popularity that until recently has not extended beyond U.S. borders. Shotguns are common hunting and sporting weapons in the U.S., Europe, and elsewhere, but it is only in America that their police and military application has any history.

Despite the widespread use of shotguns in American law enforcement and military organizations, up until recently almost all weapons made were variants of commercial models. In the 1970s, however, interest in the shotgun as a riot control and police weapon grew in Europe and abroad, and weapons purpose-built for police use began to appear. Even more recently, the shotgun has been seriously considered as a close-in assault weapon, and a number of automatic shotguns have been developed. Most have gone no further than the prototype stage, but several have real potential to find sales and applications. Meanwhile, the trend among American law enforcement agencies has turned away from shotguns—while they are still very common weapons, many federal agencies have looked to submachineguns for high-volume, close-in fire.

The shotgun is a unique class of weapons, with definite advantages and equally definite disadvantages. They are enormously powerful weapons. With large bores and low muzzle velocities, they can fire a dizzying array of ammunition. They can spray shot over a wide area, making precise aim less important, and they often have a psychological effect as powerful as their physical potential. On the other hand, shotguns are not much good at longer ranges, where the velocity of their projectiles drops off quickly. They have a heavy recoil compared to weapons of similar firepower. The diversity of ammunition types and common practice of making ammunition with plastic or paper casing leads to problems with feed mechanisms and hot chambers. And the pump-action design of most shotguns is awkward in combat situations.

12-gauge shotgun shells are almost three-quarters of an inch across, and are typically three inches long, although several lengths are common. That's twice as wide and three times as long as a 9mm Parabellum round, so it's no wonder that shotguns are as powerful as they are. A typical OO-buckshot round (the most common round for combat applications) fires nine pellets, each with about the same energy as a .32in ACP bullet. These pellets spread out over distance. Within a few yards, they remain close enough together to hit almost like a single projectile. By the time they've travelled fifty yards, however, they've spread out to a pattern about a yard wide. Accuracy, therefore, is less than critical—a shotgun firer can quickly point and shoot, and still have a good chance of one or more pellets hitting, especially at range.

The actual amount of spread varies according to the length of the weapon's barrel (shorter barrels spread faster), and with "choke," the amount of restriction at the end of the barrel. Open-choke weapons have no barrel restriction. Full-choke weapons reduce the diameter of the barrel right at the end, causing the shot to spread much faster.

While there can be no doubt that shotguns offer great advantages in short-range tactical situations, they have their downside as well. Shotguns are heavy, and have powerful recoils, although they are not as hard to control as often portrayed. Spherical pellets lack the spin-stabilization of conventional bullets, so they lose velocity and power beyond 100 or so yards. Pump-action weapons are difficult to work in tight spaces, or when prone, and they require two hands. The internal magazines found in all pump-action and most semiautomatic shotguns are slow to load and unload. Semiautomatic shotguns are prone to feed problems, because the many different types of shotgun rounds don't always produce the excess energy needed to power the action, and the

large, blunt cartridges don't load easily. Automatic shotguns face not just feed problems, but also heat build-up in the chamber, which can melt the plastic shell casings of the rounds.

Shotgun calibers are measured in a system of gauges, in which larger numbers indicate smaller diameter. These days, shotguns are made in 10, 12, and 20-gauge, with the overwhelming majority of police and combat shotguns being 12-gauge. Shotgun rounds come in several lengths, and not all weapons will accept all lengths. In addition, a bewildering array of ammunition types are made, firing a wide range of projectiles. Shotguns with built-in chokes have difficulty with some types of rounds, as do semiautomatic shotguns.

Most commercial and police shotguns are pump-action, with the user pulling quickly back on the handguard or fore-end to load a round from the internal magazine. The magazine itself is a tube, with the rounds contained end-to-end within, and is generally loaded through a spring-loaded door underneath. Semiautomatic and automatic shotguns are usually gas-operated.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game*.

### Reliability

Many shotguns are unreliable. See the individual weapon descriptions.

### Range Increments

When firing shot ammunition, an attack with a shotgun suffers a –2 penalty to damage per range increment, rather than the normal –2 penalty on the attack roll. When firing slug ammunition, each range increment imposes a –2 penalty on the attack roll and a –2 penalty on damage. (This rule supercedes the rule on page 99 of the *d20 Modern Roleplaying Game*, which states the shotgun attacks suffer a –1 penalty to damage per range increment in addition to the normal range increment penalty on the attack roll.)

### Ammunition Types

The standard ammunition type for a shotgun is 00 (called "double-ought"; the 00 designator identifies the diameter of the shot pellets) buckshot. Shotguns can fire a variety of other ammunition types.

**Birdshot:** Birdshot shells are similar in design to buckshot, except that the pellets are much smaller and more numerous. Because of their lighter design, they penetrate less effectively and deal less damage. Birdshot shells are shot ammunition.

Birdshot shells are low powered; some semiautomatic shotguns are unreliable when firing low-powered shells.

**CS:** This shell fires what is effectively a tiny tear gas grenade. The shell deals 2d4 points of nonlethal damage, but is generally not fired at individual targets. Instead, a 5-foot square is targeted (Defense 10).

On the round that it is fired, a CS shell fills the four squares around it with a cloud of irritant that causes eyes to fill with tears. On the following round, the cloud fills all squares within 10 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds, and a strong wind (21+ mph) disperses it in 1 round.

Anyone caught in a cloud of CS gas must make a Fortitude save (DC 15) or be stunned for 1d6 rounds. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

CS shells are low powered; some semiautomatic shotguns are unreliable when firing low-powered shells. CS shells are slug ammunition, and can only be used in a shotgun with an open choke (see Choke, below).

**CS Pentrator:** This shell is similar to the CS shell, above, except that it's designed to be fired through doors and other barriers to deliver its tear gas load to the space beyond.

A CS penetrator shell deals 2d6 points of lethal damage. When fired at a door, wall, or other barrier no more than four inches thick, if it deals damage equal to or greater than the barrier's hardness, it pentrates the barrier and affects the five-foot square on the other side.

On the round that it is fired, a CS penetrator shell fills the square on the opposite side of the barrier with a cloud of irritant that causes eyes to fill with tears. On the following round, the cloud fills all adjacent squares. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds, and a strong wind (21+ mph) disperses it in 1 round.

**Dragon:** This shell shoots a gout of fire, effectively turning a shotgun into a low-powered flamethrower. When fired, the shotgun shoots a five-foot-wide, 20-foot-long line of flame that deals 2d6 points of fire damage (Reflex save, DC 15, for half) to all creatures and objects in its path. No attack roll is necessary.

Any creature or flammable object that takes damage from a dragon shell risks catching on fire. See Catching on Fire in Chapter 7 of the *d20 Modern Roleplaying Game*.

Dragon shells do not provide the necessary gas pressure to operate semiautomatic shotgun mechanisms. For this reason, a weapon firing dragon shells always operates on the single shot rate of fire. Furthermore, any weapon that fires a dragon shell becomes unreliable until it receives special maintenance (requiring one half hour).

**Riot:** Riot shells are used to break up riots or subdue targets without seriously injuring them. A riot shell deals nonlethal damage. Riot shells are low powered; some semiautomatic shotguns are unreliable when firing low-powered shells.

**Slug:** A slug shell contains a single, heavy projectile, similar to a conventional bullet fired from a rifle or other longarm. Because of its size and low velocity, shotgun slugs are not as accurate as rifle bullets; except at short range, slugs are inferior to rifle rounds, and are generally only offered to provide a close-range alternative to shot ammunition that doesn't require a separate weapon. Slug shells are slug ammunition, and can only be used in a shotgun with an open choke (see Choke, below).

**Slug Penetrator:** This is a slug shell designed to penetrate armor or cover. Slug penetrator shells are slug ammunition, and can only be used in a shotgun with an open choke (see Choke, below).

## Ammunition Lengths

Standard shotgun ammunition is three inches long. Shotguns shells are also available in two and three-quarter inch and three and one-half inch lengths. Not all shotguns can fire $3^1/_2$" shells, but any shotgun that fires standard-length shells can also fire $2^3/_4$" in shells.

$3^1/_2$" shells grant a +1 equipment bonus on damage. $2^3/_4$" inch shells suffer a –1 penalty on damage.

## Choke

Shotguns are normally set on standard choke. Changing a shotgun's choke requires a Repair check (DC 10) and 1 minute of work. In addition to standard choke, a shotgun can be set on open choke or full choke.

Slug ammunition can only be used in shotguns set on open choke.

**Open Choke:** The weapon grants a +1 circumstance bonus on attacks. However, the weapon's range increment is halved.

**Full Choke:** Instead of the normal penalties for range (see Range Increments, above), attacks with the weapon suffer a –1 penalty on attack rolls and a –1 on damage for each range increment.

# Benelli

## Benelli Armi SpA, Italy

### 121 M1

The 121 M1 is a semiautomatic shotgun based on a recoil-operated design unique to Benelli. The design allows a very fast action despite simple construction, making the 121 M1 sturdy and reliable as well as quick and easy to operate. It is in service with the British SAS, among other military and law-enforcement agencies.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Benelli 121 M1 | 2d8 | 20 | Ballistic | 40 | S | Large | 17 | Lic (+1) |

| | |
|---|---|
| Caliber: | 12ga |
| Length: | 3 ft. 3 in. |
| Weight: | 8 lb. |
| Magazine: | 7 int. |



### M1 Super 90

A semiautomatic shotgun, the M1 Super 90 is based on the mechanism of the 121 M1, above, but is an entirely new design. It has the same recoil operation, but is constructed of modern materials for weight savings and strength. Loading is quick and easy, and like the 121 the action is very fast. The M1 Super 90 is a well-built, reliable weapon.

**d20 Modern Rules:** This weapon can fire $3^1/_2$" shells. When loaded with one or more $3^1/_2$" shells, its magazine capacity is reduced to 6.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Benelli M1 Super 90 | 2d8 | 20 | Ballistic | 40 | S | Large | 18 | Lic (+1) |

| | |
|---|---|
| Caliber: | 12ga |
| Length: | 3 ft. 5 in. |
| Weight: | 8 lb. |
| Magazine: | 7 int. |



# Beretta

## Armi Beretta SpA, Italy

### 1201 FP3

The Beretta 1201 FP3 is a high-quality semiautomatic shotgun designed for police work. It is recoil-operated, with a conventional design and layout. It comes finished in matte black, with all metal parts coated in Beretta's protective "Bruniton."

**d20 Modern Rules:** This weapon can fire $3^1/_2$" shells. When loaded with one or more $3^1/_2$" shells, its magazine capacity is reduced to 5.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta 1201 FP3 | 2d8 | 20 | Ballistic | 50 | S | Large | 18 | Lic (+1) |

| | |
|---|---|
| Caliber: | 12ga |
| Length: | 3 ft. 5 in. |
| Weight: | 7 lb. |
| Magazine: | 6 int. |



## M3P

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 9 in. (3 ft. 1 in. folded) |
| Weight: | 8 lb. |
| Magazine: | 5 box |



The M3P was specifically designed for police and security work, and offers the advantages of both semiautomatic fire and pump-action. Pump-action allows varying types of ammunition to be used without mechanical difficulties, including low-energy riot ammo. By twisting a ring at the front of the fore-end, the weapon is switched to semiautomatic fire, which is considerably faster. Although available with a fixed plastic stock, the M3P is normally fitted with a tubular stock that folds over the top of the weapon, to form a carrying handle. The M3P is one of only a few shotguns that feeds from a box magazine, allowing quick reloading and the ability to change ammunition types instantly.

**d20 Modern Rules:** This weapon is unreliable when used at the semiautomatic rate of fire.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta M3P | 2d8 | 20 | Ballistic | 40 | Single, S | Large | 18 | Lic (+1) |

## RS202-M2

*ALSO* RS202-M1, RS200P

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 4 in. |
| Weight: | 7 lb. |
| Magazine: | 6 int. |



Another weapon designed for police and security applications, the RS202-M2 is a robust pump-action shotgun. A simple design, it is easy to operate and maintain, and its internal magazine reloads relatively quickly. It fires any length cartridge and all types of ammunition.

The RS202-M1 is identical in operation, but lacks the perforated barrel shroud. It features fully adjustable sights. Both the M1 and M2 are spin-offs from an older model, the RS200P. A much more conventional weapon in appearance, the RS200P operates identically to the later models, differing only in having a slower loading mechanism and wooden furniture.

**d20 Modern Rules:** This weapon can fire $3^1/_2$" shells.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Beretta RS202-M1, M2 | 2d8 | 20 | Ballistic | 50 | Single | Large | 15 | Lic (+1) |

# BERNARDELLI

Bernardelli SpA, Italy

## B4

*ALSO* B4/B

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 1 in. (2 ft. 5 in. folded) |
| Weight: | 8 lb., 7 lb. (B4/B) |
| Magazine: | 5 box |



Designed for military and security use, the Bernardelli B4 is a tough, durable shotgun that offers pump-action and semiautomatic fire. It is gas-operated, using a rotating bolt mechanism similar to that found in many assault rifles. It will fire any type or power of ammunition, even on semiautomatic, but allows pump-action as a backup. A small lever toggles between semi- and pump-, and the B4 features a grip safety and a box magazine feed system. The stock folds to the side, and there is a carrying handle that doubles as the sight.

The B4/B is a pump-only version. It is otherwise identical to the B4, but lighter.

Although the normal magazine for this weapon is a 5-round box, a 3-round box and an 8-round box are also available.

**d20 Modern Rules:** This weapon is unreliable when firing low-powered shells at the semiautomatic rate of fire. It can fire $3^1/_2$" shells.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Bernardelli B4 | 2d8 | 20 | Ballistic | 40 | Single, S | Large | 18 | Lic (+1) |
| Bernardelli B4/B | 2d8 | 20 | Ballistic | 40 | Single | large | 17 | Lic (+1) |

# CIENER

## Jonathan Arthur Ciener, USA

### ULTIMATE

| Caliber: | 12ga |
|---|---|
| Length: | 1 ft. 10 in. |
| Weight: | 6 in. |
| Magazine: | 5 int. |

The Ciener Ultimate is a unique weapon intended to give users of the M16A2 assault rifle (page 86) a close-in fire alternative. A heavily-modified Remington Model 870 (page 124), the Ultimate attaches to the handguard and bayonet lug of the M16, giving the rifle a tandem short-barreled shotgun beneath the rifle barrel. It operates identically to the Remington 870, and is fired by shouldering the M16 and using the rifle's magazine as the pistol grip (just like the M203 grenade launcher). Having no grip or stock, use of the Ultimate while not attached to the rifle is difficult and dangerous.

The Ultimate looks just like the Remington 870 (pictured on page 124), but has no butt-stock.

**d20 Modern Rules:** Attaching this weapon to (or removing it from) an M16A2 or M16A1 is a full-round action. If fired separately, the shotgun imposes a −2 penalty on attack rolls.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Ceiner Ultimate | 2d8 | 20 | Ballistic | 40 | Single | Large | 17 | Lic (+1) |

# DAEWOO

## Daewoo Precision Industry, South Korea

### USAS-12

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 3 in. |
| Weight: | 11 lb. |
| Magazine: | 12 box |



The USAS-12 is a gas-operated shotgun designed especially for military use. It is available with full-automatic capability, or as a semiautomatic-only weapon. With a design very much like an assault rifle, the USAS-12 is relatively easy to handle, and has very little recoil for a shotgun. It uses a detachable box magazine, and a larger drum is available. Although a large weapon, the USAS-12 is easy to operate and maintain. Unfortunately, the quality of manufacture is not consistent, and some weapons have an tendency to malfunction frequently.

Although the normal magazine for this weapon is a 12-round box, a 28-round box is also available.

**d20 Modern Rules:** This weapon is unreliable.

This weapon fires 2³/₄" inch shells only.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Daewoo USAS-12 | 2d8−1 | 20 | Ballistic | 40 | S, A | Large | 18 | Res (+2) |

# SHOTGUNS

## FRANCHI

Luigi Franchi SpA, Italy

### SPAS-12

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 1 in. (2 ft. 4 in. folded) |
| Weight: | 10 lb. |
| Magazine: | 7 int. |



Introduced in 1979, the Franchi SPAS-12 is one of the first shotguns to have been designed from the ground up as a police weapon. It is a gas-operated semiautomatic/pump-action weapon with a strong reputation for reliability and a number of excellent features. Its folding stock has a unique loop which, when folded out to the side, becomes a brace that makes it possible to hold and fire the weapon with one hand. The SPAS-12 fires all types of 12-gauge ammunition, although light-weight or low-energy ammo will not reliably work the semiautomatic mechanism, requiring use of the pump-action.

**d20 Modern Rules:** This weapon is unreliable when firing low-powered shells at the semiautomatic rate of fire.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Franchi SPAS-12 | 2d8 | 20 | Ballistic | 40 | Single, S | Large | 17 | Lic (+1) |

### SPAS-15

*ALSO* SPAS-15 MIL

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 0 in. (2 ft. 4 in. folded) |
| Weight: | 9 lb. |
| Magazine: | 6 box |



The SPAS-15 is an upgraded design based on that of the SPAS-12, above. It entered production in 1984, and has a number of mechanical and dimensional differences from its predecessor, as well as some ergonomic changes. The SPAS-15 has a short barrel, and features a folding stock and a carrying handle that doubles as a mount for most optical sights and night-vision scopes. It is fed by a removable box magazine. Like the SPAS-12, it is gas-operated, and switches between semiautomatic and pump action as needed.

The SPAS-15 MIL is a military version designed to fire a special type of ammunition. The special rounds, manufactured by Fiocchi Munizioni in Italy, have the same dimensions as normal 12-gauge ammunition, but are too powerful for most shotguns, and will not allow the breech to close if used in any weapon other than the SPAS-15 MIL. Normal rounds can also be fired by this weapon.

**d20 Modern Rules:** The SPAS-15 MIL fires standard shotgun shells as well as custom shells that deal +1 damage. The purchase DC for custom shells is increased by 1.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Franchi SPAS-15, SPAS-15 MIL | 2d8 | 20 | Ballistic | 40 | S | Large | 18 | Lic (+1) |

## HECKLER & KOCH

Heckler & Koch GmbH, Germany

### HK 512

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 4 in. |
| Weight: | 8 lb. |
| Magazine: | 7 int. |

The HK 512 is a gas-operated semiautomatic shotgun of conventional design. It fires only standard-length cartridges, and is prone to malfunction if lightweight or low-energy rounds are used. A built-in choke disperses the shot into a vertical rectangle or oval, increasing the number of pellets likely to hit a single target, while decreasing the likelihood of stray pellets going on to hit someone else. The choke, however, is not removable, and makes the use of slug ammunition impossible.

**d20 Modern Rules:** This weapon is unreliable when firing low-powered shells.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK 512 | 2d8 | 20 | Ballistic | 40 | S | Large | 17 | Lic (+1) |



# Mossberg

## O. F. Mossberg & Sons Inc., USA

### Model 500 ATP8

*Also* ATP8C, ATP6, ATP6C

| | |
|---|---|
| Caliber: | 12ga |
| Length: | 3 ft. 3 in., 2 ft. 6 in. (ATP8C), 3 ft. 2 in. (ATP6), 2 ft. 4 in. (ATP6C) |
| Weight: | 8 lb., 7 lb. (ATP8C, ATP6), 6 lb. (ATP6C) |
| Magazine: | 8 int., 6 int. (ATP6, ATP6C) |



The Mossberg 500-series are pump-action shotguns intended for military and police work. The basic design focuses on strength and reliability under extreme conditions, without too much weight or expense. All of the shotguns feature both an internal and a trigger safety, as well as a normal manual safety. Usually fitted with fixed furniture of wooden or synthetic construction, the ATP8 and 6 are available with folding stocks. A muzzle brake reduces recoil and muzzle climb, keeping the weapon steady for quick second-shot acquisition.

Four variants are available. The ATP8 is the standard model. The ATP6 has a shortened barrel and reduced magazine capacity, but is otherwise the same. Both are available in a "C" version (for "Cruiser"), which has a pistol grip but no stock. The Cruisers are designed for easy storage and retrieval in tight spaces, like vehicles.

**d20 Modern Rules:** This weapon can fire $3^1/_2$" shells.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Mossberg 500 ATP6, ATP6C | 2d8 | 20 | Ballistic | 40 | Single | Large | 14 | Lic (+1) |
| Mossberg 500 ATP8, ATP8C | 2d8 | 20 | Ballistic | 50 | Single | Large | 14 | Lic (+1) |

# Pancor

## Pancor Corporation, USA

### Jackhammer

| | |
|---|---|
| Caliber: | 12ga |
| Length: | 2 ft. 7 in. |
| Weight: | 11 lb. |
| Magazine: | 10 box |



The Pancor Jackhammer is an automatic shotgun with a unique and innovative design. It is gas-operated, working much like a revolver, with ammunition loaded in disposable cylinders. Other than the barrel, bolt, and a couple of mechanical components, the Jackhammer is made entirely out of a new, very tough plastic, reinforced with glass fibre. Ammunition cylinders are sold pre-loaded, although standard ammunition is fired, so used ones can be refilled. To reload the weapon, the user need only pop out the used cylinder (which contains the spent shells) and pop in a fresh one.

Designed much like an assault rifle in a bullpup layout, the Jackhammer is relatively easy to control. A two-stage trigger selects semi- or automatic fire. The Jackhammer features a carrying handle, and a decocking lever that acts as a manual safety. It is totally ambidextrous in function.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Pancor Jackhammer | 2d8 | 20 | Ballistic | 50 | S, A | Large | 20 | Res (+2) |

# Remington

## Remington Arms Co., USA

### 870 P

ALSO Model 870, M870 Mk1

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 5 in. (2 ft. 6 in. folded) |
| Weight: | 9 lb. |
| Magazine: | 7 int., 5 int. (870) |



A very popular commercial design that dates to the 1950s, the 870 P is a pump-action shotgun for police use. It is a simple and reliable weapon, and one of the most common in American police arsenals. The police version differs little from the Model 870 commercial version. Both are available with folding or fixed stocks, but the 870 P has a larger magazine. The M870 Mk1 is a version which has been in service with the U.S. Marine Corps since 1966. Differences between it and the police and commercial versions are superficial, although the Marine Corps version is only made with fixed wooden stocks.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Remington 870 P, etc. | 2d8 | 20 | Ballistic | 50 | Single | Large | 16 | Lic (+1) |

# Winchester

## U.S. Repeating Arms Co Inc, USA

### 1300 Defender

ALSO 1300 Marine

| Caliber: | 12ga |
|---|---|
| Length: | 3 ft. 2 in. |
| Weight: | 7 lb., 8 lb. (Marine) |
| Magazine: | 7 int., 6 int. (Marine) |



The Winchester 1300 Defender is a pump-action shotgun with a durable design. It is unique in having a breech that is partially unlocked by recoil, giving it a fast and easy operation. It is fitted with a tough plastic stock and fore-end, and the exterior is finished entirely in black. The 1300 Marine is functionally identical, although it has a smaller magazine. It is made to resist corrosion, with a treated receiver housing and internal parts and a stainless steel barrel and magazine.

**d20 Modern Rules:** This weapon can fire $3^1/_2$" shells.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Winchester 1300 Defender | 2d8 | 20 | Ballistic | 40 | Single | Large | 15 | Lic (+1) |

# Chapter Six

# MACHINEGUNS

# MACHINEGUNS

The concept of the machinegun goes back to the middle of the last century, although the doctrine to which it has been applied has changed continually since then. Early machineguns, starting with the hand-cranked, multi-barrelled Gatling gun, were used as artillery pieces, and could certainly not be lugged around with a highly-mobile infantry unit. In the First World War machineguns were employed as direct-fire infantry support weapons, but their size (and the fact that most were water-cooled) restricted them to a stationary, defensive role. It wasn't until the period between the wars that the first modern designs began to appear, and the modern doctrine of equiping low-level infantry units with their own machineguns took shape.

Machineguns can be broken into three arbitrary but conceptually useful categories. Light machineguns are designed for use by a single operator. They generally fire light ammunition, often trading away the high capacity of belt-fed systems for the convenience of box magazines. Heavy machineguns are almost always crew-served, and are generally too bulky and heavy for a single person to lug around. They are most often deployed on vehicles, or in defensive positions where they don't have to be moved much. Medium machineguns, often called general-purpose machineguns, provide a compromise. They are easily portable, but fire a hefty round and usually need some crew support. In this day and age the general-purpose machinegun is a fixture in every infantry unit, but the trend in design and doctrine is towards lighter weapons.

Machineguns are often belt-fed, although some models feed from box magazines. (A few models accept both, although obviously only one source of ammunition can be used at a time.) Belts come in two forms: continuous- and disintegrating-link. In continuous-link belts, the links are connected, and remain chained together even as they are disgorged from the weapon. In disintegrating belts, the links do not connect, and they fall out of the weapon individually. In both cases, the shell casings are popped out of the belt during the feeding process, and are ejected seperately.

Machineguns operate much like other types of automatic weapons. Like submachineguns, most fire from an open-bolt position. Before loading, the charging handle must be pulled to lock the bolt to the rear. Then a magazine is simply inserted, or, in the case of belt-fed weapons, a top cover is lifted and the first few rounds of the belt are laid across the sprockets that drive the feed system. The top cover is closed, and the weapon is ready to fire.

Unlike assault rifles and submachineguns, machineguns are intended for use primarily in an autofire mode. As a result, many machineguns do not even offer selective fire, and do not have a semiautomatic setting.

When firing, machineguns tend to bounce around a bit, so in order to maintain a decent aim the user must keep the butt tight against his or her shoulder. Many machineguns have a notch in the bottom of the stock, or even a handgrip, so that the user can pull the weapon in tight with his or her off hand. Short, controlled bursts are necessary to maintain control, and to keep barrel temperature down. Overheating is a problem with even light machineguns, due to the heavy volume of fire expected from them, so most allow the barrel to be changed. Barrel changes are generally required every couple hundred rounds of heavy fire.

To be truly effective, a machinegunner needs an assistant. Changing a hot barrel quickly generally requires two people, and feed problems can be minimized if there is someone to keep an eye on the belt. The assistant can also help in aiming, if the machinegun's powerful muzzle blast kicks up too much dust for the gunner to see clearly, and can clip together belts of ammunition as needed

to ensure a continuous flow. Most light and even general-purpose machineguns can be operated without an assistant, but firing a machinegun requires full attention, so even a minor problem becomes a big one without someone around to lend a hand.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game.*

### Belt Fed Weapons

Weapons fed by a belt offer the advantage of a large—or even continuous—source of ammunition. However, belt fed weapons have some disadvantages.

**Ammunition:** Ammunition can be purchased in belts. A single belt consists of 100 bullets. Belts are available in ball or tracer ammunition. The purchase DC for a belt of belted ammunition is equal to 6 + the purchase DC for a 20-round box of the ammunition type.

Loose ammunition can be hand-linked to create a belt. Doing so requires a supply of belt links (purchase DC 4 for a box of 100 links, which allows the creation of a 100-bullet belt). Belt links for one caliber of ammunition cannot be used to create a belt for a different caliber, but there is no restriction on the type of ammunition (for example, AET or armor piercing) used. Creating a belt using loose ammunition and belt links takes 10 minutes per 100-bullet belt.

Belts can be combined or broken to any length. Two 100-bullet belts can be connected to create a 200-bullet belt. Likewise, a 100-bullet belt can be split to create (for example) one 40-bullet belt and one 60-bullet belt. Connecting or splitting a belt is a move action.

**Loading:** Loading a belt-fed weapon is a full-round action. A new belt can be connected to a loaded belt provided the loaded belt still has 5 or more bullets. (If the loaded belt has fewer than 5 bullets left, a new belt cannot be connected and the weapon must instead be reloaded.) Connecting a new belt is a move action.

**Assistance:** A weapon with a belt of 50 or more bullets cannot be fired by a single user unless it is on a bipod or mount. An assistant gunner is necessary to prevent the belt from twisting or tangling. Assisting is an attack action.

**Belt and Box Feeds:** Some machineguns accept both belts and box magazines. If a weapon is loaded with both a belt and a box magazine at the same time, it will not function. Only one ammunition source can be used at a time.

### Hot Barrels

Machineguns fire powerful rounds at a high rate of fire. In most roleplaying scenarios, barrel heat shouldn't be an issue. However, if a machinegun is fired on automatic every round for five or more consecutive rounds, its barrel overheats and the weapon becomes unreliable.

Many machineguns are designed to allow a quick change of barrels. If an extra barrel is available (purchase DC equal to the weapon's purchase DC – 10), it can be swapped in. Doing so takes two full-round actions, but if someone is available to help, the barrel can be swapped with a single attack action from each person.

An overheated barrel (one that has been fired on automatic every round for five or more consecutive rounds) cools in 10 minutes, at which point it can be used again without the weapon being unreliable.

# CETME

## Empresa Nacional Santa Barbara, Spain

### CETME Ameli

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 2 in. |
| Weight: | 14 lb. |
| Magazine: | Linked |



Introduced in 1982, the Ameli is a blowback-operated light machinegun based on the roller-locked bolt design of the CETME and HK rifles. It features an integral bipod, an easily-changed barrel, and a rate of fire that can be adjusted between two settings by making a minor internal change. It is compact and easy to strip and assemble. A lightweight version that makes maximum use of alloy components is available. The Ameli is in service with the Spanish and Mexican armies.

**d20 Modern Rules:** A version of this weapon made of lightweight alloys is available (purchase DC 23). It weighs 11 pounds.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CETME Ameli | 2d8 | 20 | Ballistic | 80 | A | Large | 22 | Mil (+3) |

# CIS

## Chartered Industries of Singapore, Singapore

### .50 CIS

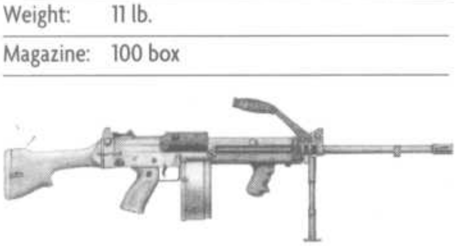
| Caliber: | .50in Browning |
|---|---|
| Length: | 5 ft. 5 in. |
| Weight: | 74 lb. |
| Magazine: | Linked |

Introduced in 1983, the .50 CIS was designed to provide a lightweight, modern alternative to the Browning M2 machinegun. The CIS is a simpler weapon, although not quite as durable. It is gas operated, firing from the open-bolt position. The barrel can be changed easily, and the weapon can be fed from either or both sides.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CIS .50 CIS | 2d12 | 20 | Ballistic | 110 | A | Huge | 23 | Mil (+3) |

### Ultimax 100

| Caliber: | 5.56mm |
|---|---|
| Length: | 3 ft. 4 in. |
| Weight: | 11 lb. |
| Magazine: | 100 box |



Designed for easy use by one man, the Ultimax 100 is a lightweight, reliable machinegun that was introduced in 1982. It is gas-operated, and fires from an open bolt. Its drum feed, very light weight, and almost negligible recoil make it exceptionally easy to handle, even for just one man. It features a bipod, a removable buttstock, and an easily changeable barrel.

Although the normal magazine for this weapon is a 100-round box, a 20-round box and 30-round box are also available.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| CIS Ultimax 100 | 2d8 | 20 | Ballistic | 80 | A | Large | 20 | Mil (+3) |

# COLT

## Colt Industries, USA

### M16A2 LMG

This weapon is a heavy-barreled light machinegun version of the M16A2 assault rifle. It varies little from the rifle in design or operation, but features an integral bipod and a forward hand grip. It is in service with the Canadian and Brazilian armies, among others.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Colt M16A2 LMG | 2d8 | 20 | Ballistic | 80 | A | Large | 19 | Res (+2) |

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 3 in. |
| Weight: | 13 lb. |
| Magazine: | 30 box |



# FN HERSTAL

## FN Herstal SA, Belgium

### MAG

The FN MAG (standing for Mitrailleur à Gaz) is a well-built, reliable weapon that is one of the most widely-used medium machineguns in the world today. A design evolved from weapons of the Second World War, the MAG is gas-operated and fires from an open bolt. It features a quick-change barrel and a bipod. It is in service in Belgium, Canada, Cuba, India, Israel, and South Africa, as well as dozens of other nations.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN MAG | 2d10 | 20 | Ballistic | 100 | A | Large | 21 | Mil (+3) |

| | |
|---|---|
| Caliber: | 7.62mm |
| Length: | 4 ft. 1 in. |
| Weight: | 24 lb. |
| Magazine: | Linked |



### Minimi

*ALSO* M249 SAW, PARA

The Minimi, known in the U.S. army as the M249 Squad Automatic Weapon, is a simple, rugged, and very reliable light machinegun. It is gas operated, firing from an open bolt. A unique feed system allows it to take a disintegrating-link belt or a standard M16 box magazine. The rate of fire can be altered by making an adjustment to the gas tube. The barrel changes easily, and the weapon features and integral bipod. A shortened version, known as the Minimi Para, has a shorter barrel and a collapsible buttstock, but is otherwise identical. The Minimi is in service with Australian, Belgian, Canadian, Italian, and U.S. armies, among others.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN Minimi | 2d8 | 20 | Ballistic | 80 | A | Large | 23 | Mil (+3) |
| FN Minimi Para | 2d8 | 20 | Ballistic | 70 | A | Large | 23 | Mil (+3) |

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 5 in., |
| | 2 ft. 11 in. (2 ft. 5 in. folded) (Para) |
| Weight: | 15 lb. |
| Magazine: | Linked, 30 box |



### M2HB/QCB

*ALSO* M2HB

| Caliber: | .50in Browning |
|---|---|
| Length: | 5 ft. 5 in. |
| Weight: | 84 lb. |
| Magazine: | Linked |



The M2HB/QCB is the most modern version of the M2 heavy machinegun in production. The M2 dates back to the 1930s, but is such a robust, reliable, well-built, and useful weapon that it will probably continue in service for several more decades. It is recoil-operated, firing from the open bolt. Unlike many machineguns, it has a selective fire mechanism, allowing the user to fire single shots if desired. The weapon is very heavy, requiring a vehicle to be easily moved, or three people if ported manually.

The M2HB/QCB features an easily changed barrel. Versions produced through the 1970s, however, had fixed barrels (these go by the nomenclature M2HB). Despite the fact that the QCB version is available as a conversion kit for existing weapons as well as a whole new machinegun, many of the weapons with fixed barrels still exist. Other than the changeable barrels, these older weapons are identical. Versions of the M2 are in service with almost every military force in the western world.

**d20 Modern Rules:** This weapon can be disassembled into two loads (one weighing 50 pounds and the other 34 pounds) to be carried by two people. A tripod is available for this weapon; it has purchase DC 12 and weighs 22 pounds.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| FN M2HB/QCB | 2d12 | 20 | Ballistic | 110 | S, A | Huge | 25 | Mil (+3) |

# Heckler & Koch

## Heckler & Koch GmbH, Germany

### HK 21E

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 9 in. |
| Weight: | 20 lb. |
| Magazine: | Linked |



This is a blowback-operated medium machinegun firing from a closed bolt and using the same roller-locked mechanism found on most HK weapons. It is belt-fed, accepting either the German continuous-link or American disintegrating-link belts with equal ease. It features an easily-changed barrel and a fully-adjustable bipod that allows the gun to pivot a little. Fire is selective, with single-shot and three-round burst options as well as full-automatic fire. The 21E is in service with the Mexican army.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK 21E | 2d10 | 20 | Ballistic | 100 | S, A | Large | 22 | Mil (+3) |

## HK 23E

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 4 in. |
| Weight: | 19 lb. |
| Magazine: | Linked |



Derived through a long evolution from the G33 assault rifle, the 23E is a 5.56mm light machinegun. It is blowback-operated, firing from the open bolt and using the roller-locked bolt mechanism. It features a bipod, quick-change barrel, and selective fire that allows single shots, three-round bursts, and automatic fire. The 23E is belt-fed, accepting continuous- or disintegrating-link belts.

**d20 Modern Rules:** This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| HK 23E | 2d8 | 20 | Ballistic | 80 | S, A[3] | Large | 22 | Mil (+3) |

# IMI

## Israel Military Industries Ltd., Israel

### Negev

*also* Negev Short

| | |
|---|---|
| Caliber: | 5.56mm |
| Length: | 3 ft. 4 in. (2 ft. 7 in. folded),<br>2 ft. ll in. (2 ft. 2 in. folded) (short) |
| Weight: | 16 lb. |
| Magazine: | Linked, 30 box |



Introduced in 1988, the Negev is a gas-operated light machinegun firing from an open bolt. It features a bipod and a folding buttstock. Fire selection allows single shots and automatic fire, and the rate of fire can be varied by a switch on the gas tube. It is normally belt-fed, but can accept thirty-round box magazines as well. A short-barreled version is made, which is identical outside of length. The Negev is in service with the Israeli army.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| IMI Negev | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Mil (+3) |
| IMI Negev Short | 2d8 | 20 | Ballistic | 70 | S, A | Large | 20 | Mil (+3) |

# RHEINMETALL

Rheinmetall GmbH, Germany

## MG42/59

*ALSO* MG3

| Caliber: | 7.62mm |
|---|---|
| Length: | 4 ft. 0 in. |
| Weight: | 26 lb. |
| Magazine: | Linked |



The MG42/59 is a design based directly on the most common German infantry machinegun of the Second World War. It is recoil-operated, firing from the open bolt and using the a roller-locked mechanism similar to that of the HK and CETME rifles. A unique barrel changing system pops the barrel out to the side, allowing the user to quickly and easily replace it without getting out of the firing position—most other machineguns require the user or an assistant to remove the barrel from the front. The MG42/59 is fitted with a removable bipod, and a tripod is available that includes a periscopic optical sight, so the user can operate the weapon with his head behind cover. The MG42/59 is in use with the Italian and Austrian armies (it is also manufactured by Beretta and Franchi in Italy). A variant, the MG3, is used by Germany, Greece, and Turkey. It has a number of small design differences, and varies slightly from the 42/59 in dimensions, but is functionally the same.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Rheinmetall MG42/59, MG3 | 2d10 | 20 | Ballistic | 100 | A | Large | 23 | Mil (+3) |

# RSAF

Royal Small Arms Factory, Nottingham, UK

## L86A1

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 11 in. |
| Weight: | 12 lb. |
| Magazine: | 30 box |



This is a variant of the L85A1 assault rifle, modified to perform as a light machinegun. It is gas operated, firing from an open bolt, and has a long, heavy barrel for improved range and better performance with sustained fire. It features selective fire (automatic and single-shot), a bipod, and an optical sight. A pistol grip has been added beneath the butt, so the operator can hold the weapon snugly to his or her shoulder. The L86A1 is very accurate, especially on single-shots. It is in service with the British army.

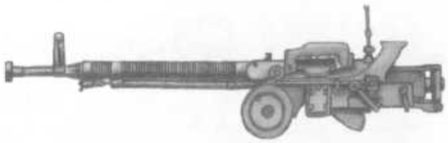
| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSAF L86A1 | 2d8 | 20 | Ballistic | 80 | S, A | Large | 21 | Res (+2) |

# Russian State Arsenals

State arsenals of Russia and the former U.S.S.R.

## Degtyarev DShKM

| | |
|---|---|
| Caliber: | 12.7x107mm Russian |
| Length: | 5 ft. 2 in. |
| Weight: | 78 lb. |
| Magazine: | Linked |



The DShKM entered service with the Soviet army in 1946, and was a variant of the DShK, a design dating to the 1930s. Although it is no longer in production, it was widely used in the Soviet Union, Warsaw Pact, and among Soviet client states, and is still a very common weapon in these and their successor nations, especially on military vehicles. Although a completely different design, its performance is comparable to that of the M2HB/QCB (page 130). Many DShKMs were issued with wheeled mounts, which convert to tripods.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA Degtyarev DShKM | 2d12 | 20 | Ballistic | 110 | A | Huge | 23 | Mil (+3) |

## NSV

| | |
|---|---|
| Caliber: | 12.7x107mm Russian |
| Length: | 5 ft. 1 in. |
| Weight: | 55 lb. |
| Magazine: | Linked |



Introduced in 1969, the NSV is a heavy machinegun that has slowly been replacing the DShKM, above. It is a gas-operated weapon firing the same round as its predecessor. It is essentially the same in features and use, but is substantially lighter and features a quick-change barrel.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA NSV | 2d12 | 20 | Ballistic | 110 | A | Huge | 23 | Mil (+3) |

## PKM

| | |
|---|---|
| Caliber: | 7.62x39mm Russian |
| Length: | 3 ft. 9 in. |
| Weight: | 18 lb. |
| Magazine: | Linked |



The PKM is a light machinegun firing the Russian 7.62x39mm round, the same cartridge fired by the AKM assault rifle (page 96). Feed is by a continuous-link belt held in a box under the weapon. Developed from the components of several other weapons, the PKM features a bipod and easily-changed barrel. It is prone to feed problems, but is nevertheless very common in Soviet Union's successor and client states.

**d20 Modern Rules:** This weapon is unreliable.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| RSA PKM | 2d10 | 20 | Ballistic | 80 | A | Large | 19 | Mil (+3) |

# SACO

Saco Defense Inc., USA

## M60E1

*ALSO* M60E3

| Caliber: | 7.62mm |
|---|---|
| Length: | 3 ft. 7 in., 3 ft. 6 in. (E3) |
| Weight: | 33 lb., 19 lb. (E3) |
| Magazine: | Linked |



Introduced in the early 1960s, the M60 design is based on the bolt and feed mechanisms of two German weapons from World War II. It is gas-operated, fires from the open-bolt position, and features a quick-change barrel and sturdy bipod. On early versions, the bipod and gas tube were attached to the removable barrel, making the entire assembly unduly heavy and the barrel-changing process awkward. On the E1 version, however, the bipod and gas tube stay with the weapon, making things easier all around. The M60 can be temperamental if not well maintained, but is generally a rugged and reliable weapon. It is in service with the U.S. and several other armies.

The M60E3 is functionally identical to the E1, but has a number of superficial changes to make it lighter and easier to handle. The gas-tube mounted bipod has been replaced with a lighter version mounted on the receiver, and a forward pistol grip allows easier shooting from the hip. Some minor operating changes make user-caused malfunctions less likely. The E3 has been adopted by the U.S. Marine Corps.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Saco M60E1, E3 | 2d10 | 20 | Ballistic | 100 | A | Large | 23 | Mil (+3) |

# STEYR

Steyr-Mannlicher GesmbH, Austria

## AUG HBAR

*ALSO* AUG HBAR/T

| Caliber: | 5.56mm |
|---|---|
| Length: | 2 ft. 11 in. |
| Weight: | 11 lb. |
| Magazine: | 42 box |



This weapon is the light machinegun version of the Steyr AUG system, and is functionally the same as the AUG assault rifle (page 98) and other members of the family. It is fitted with a heavier, longer barrel than the assault rifle, and fires from the open rather than closed bolt position. It can also be obtained without the AUG's optical sight, having a mounting bar for some other sighting mechanism in its place—this is referred to as the HBAR/T version.

Although the normal magazine for this weapon is a 42-round box, a 30-round box is also available.

**d20 Modern Rules:** In addition to being available as a complete weapon, this weapon can be obtained as a conversion kit (purchase DC 17, restriction Res (+2)) for the Steyr AUG assault rifle (page 98). Using the conversion kit to change an AUG assault rifle into an AUG HBAR or back requires a Repair check (DC 10) and 10 minutes.

This weapon may be modified to have a three-round burst setting instead of an automatic rate of fire. (When modified in this manner, it can fire on semiautomatic or three-round burst only.) The modification requires a Repair check (DC 10) and 1 minute. It can be returned to its original rates of fire with another Repair check (DC 10).

With the three-round burst setting, when used with the Burst Fire feat, this weapon fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

| | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Size | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|
| Steyr AUG HBAR | 2d8 | 20 | Ballistic | 80 | S, A | Large | 20 | Res (+2) |

# Chapter Seven

# AMMUNITION

# AMMUNITION

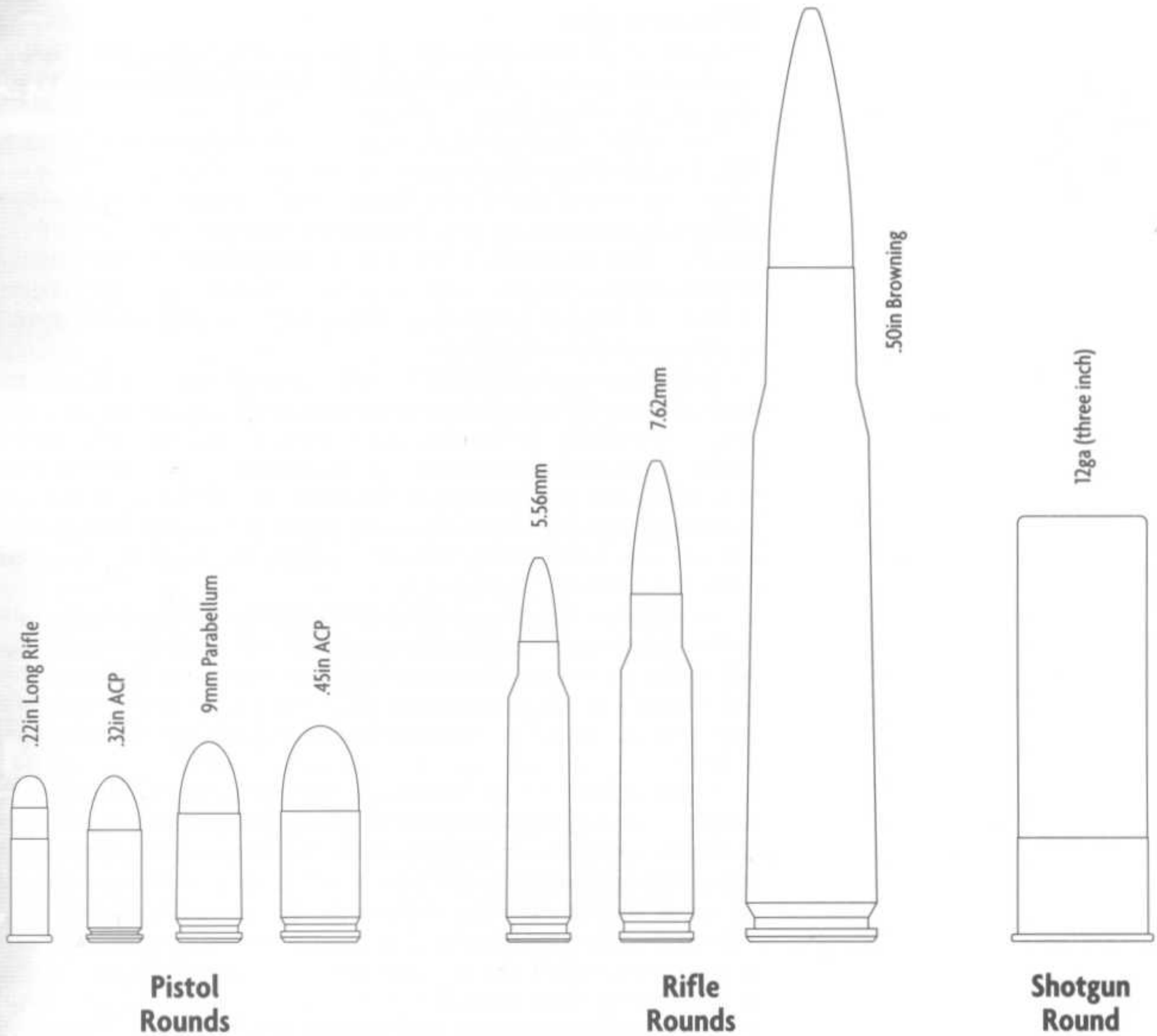
Weapon features, capabilities and performances vary much from model to model. It's easy, when looking at the vast array of weapons available, to ignore an important feature of any weapon system: ammunition. Ammunition has an enormous effect on weapon performance in terms of damage potential, armor penetration, the likelihood of accidental collateral damage due to ricochets or blow-throughs, and even logistical concerns. Furthermore, the development of weapons and ammunition go hand-in-hand, so a basic understanding of ammunition types and applications is essential for a working knowledge of firearms in general.

Although the six preceding chapters break them down in a little more detail, the weapons covered in this book can be lumped into three basic classes—longarms, smallarms, and shotguns. This division is largely arbitrary, but it reflects three basic categories of ammunition: rifle rounds, pistol rounds, and shotgun rounds. As a rule, rifle rounds are fired by assault and sniping rifles, and by machineguns. Pistol rounds are fired by submachineguns and, of course, by pistols. Shotgun rounds are obviously fired by shotguns. But the distinction between these rounds does not begin or end with the types of weapons that use them. As you can see in the illustration opposite, which shows several representative rounds at actual size, there is a huge difference between the classes in both size and shape. This translates into significant differences in the performance characteristics of the rounds—the amount of damage they do, their effective ranges, and their utility in different types of weapons. Before looking at special types of ammunition and their applications, we must first address the basic performance of these three classes.

A firearm damages its target by hitting it very, very hard with a bullet. More technically, it transfers a large amount of energy from the propellant charge to one or more small projectiles, which carry the energy in kinetic form from the chamber to the target. Two factors determine how much energy a bullet carries (and consequently its potential damage): its mass and its velocity. These two factors are somewhat interchangeable—a bullet with a low mass may carry as much or more kinetic energy as a heavier round, if it has a much higher velocity. Velocity and mass also affect other aspects of the round's performance. For example, a high-velocity round will probably be accurate at much greater ranges than a slower bullet. Slower rounds are less likely to blow through a target, and will hence transfer a higher proportion of their energy. They are also easy to silence, because their natural velocities are not much higher than the speed of sound.

Pistol rounds tend to be relatively low-velocity and high-mass. Compare the pistol and rifle rounds in the illustration above, and you can see how much shorter the pistol rounds are. Look also at the differences in caliber—a .45in ACP bullet is more than twice as big across as a 5.56mm rifle round, and only slightly smaller in width than the monster .50in Browning round. These short, stubby rounds make sense for pistols because the cartridges must be short enough to fit within the grip of an autoloader. Furthermore, pistol rounds don't need the power and range that rifle rounds have, because pistols have short, inaccurate barrels that don't lend themselves to long-range shooting. So pistol rounds are short, fat, and slow, relying on high mass, rather than high velocity, to give them lethal energy. They have short effective ranges, and are less likely than typical rifle rounds to right blow through their targets.

In contrast, rifle rounds tend to be faster and proportionally lighter. Because they are so fast, they tend to have long effective ranges, and are likely to blow clean through their targets—or any cover in the way. But lightweight rifle rounds (a 5.56mm rifle bullet has about half the weight of a 9mm Parabellum pistol bullet) are not very determined, and can be knocked off course by things they hit in flight—even, in some cases, light vegetation. Rifle rounds also lose a lot of power when silenced, because so much of their energy is carried in their high velocity, and is lost if the round is slowed to below the speed of sound.




Shotguns go back to the opposite extreme, firing very heavy loads at velocities even lower than many pistols. With a glance at the table above, it's clear just from their size that shotgun rounds are very powerful. But because shot and shotgun-fired slugs move so slowly, they have very short effective ranges, and rapidly lose their velocity after travelling only a hundred yards or so. In fact, because shotgun rounds are non-aerodynamic in shape, they shed their speed particularly fast, losing both accuracy and lethality at range (although shot ammuntion more than makes up for accuracy loss by spreading out as it travels). In contrast, most pistols lose their accuracy at short ranges, but the bullet continues to travel at dangerous speeds for many hundreds of yards if unobstructed.

The illustration above clearly contrasts the proportions of the different types of rounds. It should also make obvious the big differences in total power. Rifle and shotgun rounds are considerably more powerful than pistol cartridges. That's an important distinction, as most popular books and movies don't recognize the enormous difference in power between pistols and submachineguns on the one hand, and assault rifles and machineguns on the other. While even the smallest pistol rounds can easily be lethal, they simply cannot compare to typical rifle rounds in their overall effect.

## Ammunition Types

Shotgun rounds can fire an amazing variety of projectiles, including flares and grenades as well as slugs and shot. Rifle and pistol rounds are basically limited to bullets, although there are many types, each having different applications and advantages.

There are two central concerns in ammunition design: penetration and energy transfer. Penetration is the ability to defeat armor, and to pass through cover in the bullet's path toward its target. Energy transfer is the ability of the bullet to deliver as much energy as possible to the target—thereby doing the most damage possible. Unfortunately, these two concerns are pretty much mutually exclusive. A bullet that easily penetrates cover and armor will probably blow right through its target, and any energy that leaves with it is wasted. On the other hand, a bullet designed to dump its energy in the target will probably do so in the first thing it hits, and it may not retain enough energy to pass through armor or cover.

The basic solid bullet is referred to as "ball" ammunition, and is usually made of lead wrapped in a jacket of copper. Ball ammunition serves a general-purpose role, compromising between energy transfer and penetration. The Geneva Conventions restrict the use of many of the specialized ammunition types covered below, so most military forces stick to ball and tracer ammo. A tracer round is simply a ball round with a tiny flare embedded in the rear of the bullet. As the bullet travels downrange, it makes a bright streak that aids in aiming. Tracers really only help when fired from an automatic weapon, and they can be damaging to a weapon's barrel. As a result, tracers are much more common in rifle than in pistol calibers.

Armor piercing rounds generally resemble ball ammunition, but are made slightly differently to increase their penetration potential. Most, especially among rifle rounds, are simply ball rounds with very hard steel or tungsten penetrators embedded within. Others are solid steel rounds coated with Teflon, which acts as a lubricant and helps the bullet pass through resistant material. In both cases, the bullet does not deform much when it passes through the target, so the energy transfer is minimal.

Hollowpoint (sometimes called "dum-dum") rounds are designed to increase energy transfer. Second to ball, hollowpoint is the most common type of ammunition around, being a favorite of police and hunters. Hollowpoint rounds have a hollow nose, or a nose filled with soft lead or plastic. When a hollowpoint round hits a solid object, the bullet deforms, mushrooming out and expanding its cross-section. It then rapidly loses velocity, transferring most or all of its energy to the target. Of course, the fact that hollowpoint rounds do not retain their shape means that they are poor penetrators, and they don't work well against armor or through cover. Hollowpoint rounds are commonly made in rifle and pistol calibers.

Even more effective at energy transfer are frangible rounds, the most notable of which is the Glaser Safety Slug (a brand name). Frangible rounds are designed to break apart when they strike a target. Glaser bullets are thin metal containers filled with light shot. When a Glaser round hits its target, it breaks open, and the shot spreads out. It quickly loses its velocity, transferring its energy to the target. Generally, there is no blow-through at all. Glaser rounds are extremely lethal against unarmored targets, but have almost no ability to penetrate armor. In fact, they tend to break up when passing through even light cover, especially if striking at an acute angle. Furthermore, they are very expensive.

An attempt to bridge the gap between penetration and energy transfer is a class of ammunition known collectively as accelerated energy transfer (AET) rounds. There are several AET designs, all of which incorporate some sort of lightweight, high-velocity bullet, often with an unusual shape. AET rounds are better than Glaser slugs at penetrating cover and light armor, but still rapidly shed their velocity when they strike softer material, like flesh. A relatively new development, AET rounds are not commonly found. Additionally, their odd shapes lead to feed problems in some weapons, causing frequent jams.

There are two other types of ammunition worth mentioning: blanks and subsonic rounds. Blanks are cartridges with no projectiles, and they rarely see serious use outside of training and filmmaking. Nevertheless, they have a few important characteristics that bear mentioning. Because the propellant gasses have no bullet in front of them, they do not build up to the same level of pressure as projectile rounds do. All gas-operated weapons must therefor be fitted with some sort of



restricting device, or they will not function in an automatic or self-loading mode when firing blanks. Blank adapters are simple, inexpensive, and easily-installed devices, but they are usually noticeable, and must always be removed before live ammunition can be fired.

Subsonic rounds are normal cartridges that have been cold-loaded (prepared with a reduced propellant charge) so that the bullet never exceeds the speed of sound. They are used in some silenced weapons. While many silenced weapons have some mechanism (usually bleed-holes in the barrel) to keep normal rounds from building up to supersonic speeds, many do not, and require cold-loaded rounds for truly silent operation. Any round fired at supersonic speed will create a loud crack (a small sonic boom), even if the muzzle blast is silenced.

## Shotgun Ammunition

Shotguns fire a wide variety of ammunition types, in a broad range of calibers and sizes. All the weapons covered in this book fire 12-gauge ammunition (10-gauge and 20-gauge weapons are also made for sporting purposes), but round lengths vary, and some weapons cannot fire all lengths of shells.

The most common type of shotgun ammunition is, not surprisingly, shot. Shot shells are filled with small, spherical projectiles that spread out as they leave the barrel, covering a large area. Contrary to popular belief, shotgun shot does not spread out nearly enough for a single round to cover a wide area; at close to moderate range the spread of shot isn't much wider than a dinner plate, and even at extreme ranges shot does not spread wider than a yard or two.

Shot comes in many sizes, and the smaller the size, the more that fits in a shell. In general, shot can be divided into two categories: birdshot and buckshot. Birdshot shells contain dozens of very small projectiles (about an eighth of an inch across), each carrying relatively little energy. Buckshot rounds concentrate the same amount of energy in fewer, larger projectiles. As a result, birdshot is lethal only at close ranges, and does not penetrate walls or other cover. Buckshot, on the other hand, is dangerous to much greater range, and has some power against light and medium cover.

A second common type of shotgun ammunition is slug. Slugs are solid lead projectiles, similar to ball ammunition fired from rifles and pistols. They are not shaped like bullets, however, and because they come imbedded within plastic wadding within the cartridge case, slug rounds look pretty much the same as shot shells. Shotgun slugs are very powerful (they are generally much larger than 7.62mm bullets), but are not particularly accurate, and do not have anywhere near the range of most rifle rounds. With their enormous weight and power, however, shotgun slugs will penetrate heavy cover at close and medium ranges.

There are many types of more specialized rounds available. Penetrator slugs work like armor-piercing rifle rounds—they contain heavy, hard cores (usually made of tungsten) within larger lead bodies. They are quite effective against armor, within a shotgun's limited range. CS Ferret rounds act like CS (tear gas) grenades, but are designed to break through limited cover. They can be fired through doors and light walls to fill an interior space with CS gas. Shotgun-fired fragmentation grenades are available, although they are not nearly as powerful as their full-sized brethren. Flare rounds can be used for signalling, and there are two types of incendiary shells available. Incendiary grenade rounds fire projectiles that burst into flames on impact, while fireball rounds turns the shotgun into a flamethrower, shooting a twenty-yard gout of flame from the muzzle for three or four seconds.

## The Right Ammo for the Job

Police work typically takes place in urban environments. Most confrontations are at close range, and the priority lies in incapacitating the target as quickly as possible, while avoiding collateral damage from ricochets or over-penetration. Consequently, hollowpoint rounds are very popular with police units. Glassier and AET rounds also fit the bill, but are expensive and/or untested, and so are rarely used by conventional police units.

Military considerations include logistical concerns, the staggering array of potential targets (from enemy personnel to aircraft to armored vehicles), and even Geneva Convention restrictions. Conventional military forces almost always go with a solid compromise—ball ammunition—sometimes throwing in a little tracer when appropriate.

Special operations groups, like counter-terrorist or hostage-rescue teams, have the greatest leeway in ammunition choice, and often face the most demanding requirements. Special operations require maximum stopping power—the enemy often holds all the cards (and sometimes some hostages, as well), so he cannot be given a chance to shoot back. Because special operations are generally short and decisive, expense and logistics are not a problem, so exotic ammunition types are acceptable.

Choosing the right kind of ammunition can be difficult, even after looking at the applications above. Obviously, the tradeoff between penetration and energy transfer must always be considered, generally based on how well-armored the enemy is expected to be. But there are other considerations, as well. High-penetration rounds increase the risk of collateral damage, especially in built-up areas. Compatibility within the group can be a concern, especially when away from supply lines for an extended period. Instant lethality may be necessary, especially with extremely dangerous foes. Range may dictate the use of longarms, while tight spaces suggest pistols and submachineguns firing less powerful rounds. In situations where quick target acquisition precludes careful aiming, nothing beats the wide target area of buckshot.

## D20 MODERN RULES

The rules in this section supplement those in the *d20 Modern Roleplaying Game*.

### Ammunition Types

The following rules apply to the ammuntion types covered in this book. The damage shown for with each weapon description and on the weapons tables reflects standard ball ammunition. Using alternative types of ammunition usually results in the weapon dealing different damage.

The ammunition table on pages 157–158 shows the damage for every caliber of weapon covered in this book, in every type in which it is available. When using a different form of ammunition, substitute the damage for that ammunition type for the weapon's standard damage. The damage shown on the ammunition table includes the bonuses and penalties discussed here.

**AET Ammunition:** AET ammunition adds a +1 equipment bonus to the weapon damage. Use of AET ammunition makes the weapon unreliable.

**Armor Piercing Ammunition:** If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type. However, you suffer a –1 penalty on damage rolls (regardless of whether your target is armored or not).

**Ball Ammunition:** The standard damage shown for each weapon in this book reflects ball ammuntion; no special rules apply.

**Cold-Loaded Ammunition:** For firearms that normally deal 2d4 damage, cold-loaded ammunition has no special effect. For firearms that normally deal 2d6 damage, cold-loaded ammunition imposes a –1 penalty on damage. For firearms that normally deal 2d8 or 2d10 damage, cold-loaded ammunition imposes a –2 penalty on damage. Cold-loaded ammunition is not available for weapons that normally deal more than 2d10 damage.

Some silenced weapons do not require cold-loaded ammunition. However, using standard ammunition in these weapons imposes the same penalties on damage as the use of cold-loaded ammunition (because the weapon slows the bullet's speed in the same manner that cold-loading does).

**Glaser Ammunition:** If your target has armor or natural armor, you suffer a –2 penalty on attack rolls when using this ammunition type. However, you gain a +2 circumstance bonus on damage.

**Hollowpoint Ammunition:** If your target has armor or natural armor, you suffer a –1 penalty on attack rolls when using this ammunition type. However, you gain a +1 circumstance bonus on damage.

**Tracer Ammunition:** This ammunition grants a +1 equipment bonus on attack rolls, but only when the weapon is fired on autofire and 10 bullets are used in the attack. For instance, this bonus applies if you make a standard autofire attack. If you use the Burst Fire feat, you gain the bonus only if you choose to fire 10 bullets instead of the 5 normally required by the Burst Fire feat (firing these additional bullets does not otherwise affect your attack or damage rolls).



# APPENDIX

# TABLES

# GLOSSARY

**ACP** Stands for Automatic Colt Pistol—a designation given to several varieties of pistol ammunition originally developed for Colt autoloaders.

**AET ammunition** Any of a number of relatively new bullet designs, intended to improve energy transfer (and hence damage) without sacrificing the ability to penetrate cover or even armor. AET (advanced energy transfer) bullets are made for many existing pistol and rifle cartridges.

**AP ammunition** Any of several types of ammunition firing armor piercing bullets. AP bullets are designed to maximize penetration through hard cover, but as a result are inefficient at transferring energy to their targets (and hence deal less damage).

**autoloader** A semiautomatic firearm, or specifically a semiautomatic pistol.

**automatic** A weapon that fires continuously, so long as the trigger is depressed and ammunition is available. The term is often used erroneously to refer to autoloading pistols.

**ball ammunition** Ammunition firing the most basic type of bullet: a solid hunk of lead. Ball bullets are frequently jacketed in a layer of copper.

**blowback operation** A type of semi- or automatic operation in which the blast from the firing cartridge blows open the breech and powers the firing cycle.

**bolt** The part of the weapon that chambers and extracts rounds as it closes and opens the breech. It contains the firing pin.

**bolt action** A type of weapon operation in which the firer manually operates a lever to close and open the bolt.

**bolt carrier** A mechanical component in some semi- and automatic weapons that supports the bolt and provides the mechanical means for locking and unlocking the breech.

**brass** A slang term for shell casings, based on the material from which they are commonly made.

**breech** The opening at the rear end of the barrel, through which cartridges are loaded into the chamber.

**buffer** A mechanical component of many semi- and automatic firearms, that absorbs recoil and helps control the rate of automatic fire.

**bullpup** A style of weapon design in which the pistol grip is placed forward of the magazine, so that the majority of the mechanism is set well back in the weapon. The receiver sits against the firer's shoulder, negating the need for a buttstock, and allowing a full-length barrel in a weapon much shorter than a comparable conventional design.

**caliber** The diameter of a bullet. Caliber is measured in inches (.22in) or millimeters (5.56mm).

**carbine** A short rifle.

**caseless ammunition** A cartridge with no case, in which the propellant is formed into a solid block.

**chamber** The widened area at the rear of the barrel, from which the cartridge is fired.

**charging handle** The handle or knob by which a semi- or automatic weapon is cocked. Pistols do not generally have charging handles; instead, the user cocks the weapon by pulling back on the slide.

**choke**
A device that restricts the end of a shotgun barrel, causing shot to spread as it leaves the muzzle. An open choke (little or no restriction) causes the least spread, while a full choke (maximum restriction) causes the widest possible spread. Some special chokes, often called shot diverters, cause shot to spread in specific rectangular or elliptical patterns.

**cold-loaded ammunition**
Any cartridge with a reduced propellant charge, so that the bullet does not achieve supersonic speed.

**closed bolt**
A type of mechanical operation in which an automatic weapon begins and ends its firing cycle with the bolt closed and a cartridge in the chamber.

**double action**
Mechanical operation that does not require the firer to cock the weapon by hand (although all autoloaders require the user to cock or cycle the bolt or slide before the weapon is ready to fire).

**dud**
A round that fails to fire.

**dum-dum ammunition**
Any type of ammunition in which the bullet rapidly deforms (but does not disintegrate) on hitting its target. The term is often used synonymously with hollowpoint ammunition, although the two are not exactly the same.

**electro-optical sight**
An optical sight that electronically enhances incoming light to allow the user to see the target even in dim light or darkness. Often called a night-vision scope.

**extractor**
The mechanical component that pulls the empty cartridge case from the chamber.

**flash suppressor**
A device at the muzzle of a weapon that reduces the flash of the weapon's firing. It helps conceal the firer, and prevents his or her being blinded at night by a bright muzzle flash.

**fore-end**
The forward handguard, generally beneath the barrel of a weapon.

**free-floating barrel**
A design in which the barrel contacts the rest of the weapon only at the breech end. This aids in accuracy by isolating the barrel from stress placed on any other part of the weapon.

**furniture**
Those parts of a weapon, such as the buttstock and handguard, that aid in handling but do not serve a mechanical function.

**gas operation**
A type of semi- or automatic operation in which some of the propellant gasses are diverted to power the firing cycle.

**Glaser ammunition**
A type of frangible ammunition (Glaser is a brand name) in which the hollow bullet contains many bits of small shot. Upon striking a target, a Glaser bullet breaks apart, preventing over-penetration and delivering total or near-total energy transfer.

**hollowpoint ammunition**
A type of ammunition in which the nose of the bullet is hollow, or filled with a very soft material. On hitting a target, a hollowpoint bullet expands rapidly, increasing energy transfer.

**illuminator**
An aiming device consisting in a visible or infrared spotlight aligned with the weapon's line of aim. Illuminators aid in target acquisition and rapid aiming in darkness, but do not provide an accurate aim point.

**key grip**
The technician in charge of setting up camera tracks and scenery on a movie set.

**magazine**
An internal or removable system that stores ammunition and feeds it into the weapon's action.

**muzzle**
The front end of the barrel.

**muzzle brake**
A device at the muzzle of a weapon that diverts emerging gases and directs them rearwards, countering some of the recoil force. Aimed upwards, muzzle brakes can also help counter the tendency of many automatic weapons to climb when fired.

**open-bolt**
A type of mechanical operation in which an automatic weapon begins and ends its firing cycle with the bolt open and the chamber empty. Open-bolt weapons chamber a round at the beginning of the firing cycle, when the trigger is pulled, and this movement of the bolt can affect accuracy.

**optical sight** Any of a number of sighting devices in which the user looks through a lens at the target. Most optical sights provide some level of magnification, and some offer electronic light-enhancement for aiming in darkness.

**primer** The component at the end of the cartridge case that, when struck by the firing pin, explodes to ignite the propellant.

**pump action** A type of weapon operation in which the firer manually pumps the fore-end to load and cock the weapon. Although some pump-action rifles are made for sporting purposes, pump action is generally used only in shotguns.

**receiver** The main body of a firearm, containing the bolt assembly and providing the frame for the weapon's mechanical operation.

**recoil operation** A type of semi- or automatic operation in which the blast from the firing cartridge blows back both the bolt and the barrel, which are locked together. Their movement unlocks them once the gas pressure in the chamber is safe, whereupon the firing cycle is continued by the bolt, moving under inertia.

**reticle** The visual image that indicates aim point within a scope or electro-optical sight. The reticle is often called a cross-hair, although many are not cross-shaped.

**return spring** The mechanical component in a semi- or automatic weapon that cushions the rearward movement of the bolt, then forces it to return forward.

**revolver** A type of pistol in which the ammunition is carried in and fired from a cylinder, which rotates to align each cartridge to the barrel for firing.

**roller-locked bolt** A type of mechanism for locking a breech, in which a pair of rollers prevent the bolt from moving rearward until the bolt carrier is clear, by which time gas pressure within the chamber is at a safe level.

**rotating bolt** A type of mechanism for locking a breech, in which a set of teeth set along the bolt face prevent the bolt from moving rearward until rotated by the bolt carrier, by which time gas pressure within the chamber is at a safe level.

**safety** A device that interferes with the mechanism of a weapon, preventing accidental firing. Safeties may be manual (operated by a lever or switch on the weapon) or internal (disengaged automatically when and only when the trigger is pulled). Some weapons feature grip or trigger safeties, which prevent firing except when the weapon is properly held.

**scope** See *optical sight*.

**selective fire** A weapon design that allows the user to choose single shots or automatic fire, and sometimes three-round bursts.

**semiautomatic** A weapon that fires one bullet for every pull of the trigger, automatically loading and cocking itself after each shot.

**shot ammunition** Any type of ammunition that fires multiple non-ballistic projectiles from each cartridge. Shot ammunition is only made for shotguns.

**shot diverter** See *choke*.

**silenced weapon** A weapon that prevents both the bullet and propellant gasses from leaving the weapon at supersonic speeds, thus eliminating all but the mechanical noises of the weapon.

**silencer** A device that, when fitted to the muzzle of a weapon, reduces the velocity of fired bullets and propellant gasses to below the speed of sound, eliminating or reducing all but the mechanical noises of firing. Silencers reduce bullet accuracy and range as well as velocity, and, unlike most weapons with built-in silencers, require replacement of some internal parts after a limited number of firings. Because the gap between cylinder and barrel allows some supersonic gasses to escape, a silencer will not quiet a revolver.

**single action**
Mechanical operation that requires the firer to cock the weapon manually.

**slide**
The top portion of most autoloading pistols, which encloses the barrel and acts as the bolt and/or bolt carrier.

**slug ammunition**
A type of shotgun cartridge that fires a single semi-ballistic projectile.

**speed loader**
A device for rapidly reloading a revolver, holding six cartridges in position so that they may all be inserted at once into the cylinder.

**subsonic ammunition**
Ammunition that normally fires a bullet at less than the speed of sound. Many low power rounds are naturally subsonic, while more powerful rounds are subsonic only if cold loaded. Bullets that are not subsonic make noise as they travel through the air, and are thus not silent.

**suppressed weapon**
A weapon that prevents the propellant gasses from leaving the weapon at supersonic speeds, thus eliminating all but the mechanical noises of the weapon. If used with subsonic ammunition, the weapon functions as a silenced weapon.

**suppressor**
A device that, when fitted to the muzzle of a weapon, traps propellant gasses and reduces their speed to below that of sound. This eliminates the weapon's muzzle report, but does not affect the supersonic crack of the bullet (although a subsonic round will fire silently). Because the gap between cylinder and barrel allows some supersonic gasses to escape, a suppressor will not quiet a revolver.

**telescopic sight**
An optical sight with image magnification. Most telescopic sights have a fixed degree of magnification, but some can zoom from low to high magnification.

**three-round burst**
A selective-fire option on some automatic weapons, which fires three cartridges for every one pull of the trigger.

**tracer ammunition**
Ammunition in which the bullet contains a tiny flare at its rear that burns in flight, allowing the firer to see the bullet's path.

**tube**
The electronic component in an electro-optical scope that enhances incoming light.

**two-stage trigger**
A trigger mechanism that allows selective-fire control based on how far back the trigger is pulled. Typically, the weapon fires one round when the trigger is pulled to a point, then automatically if it is pulled further.

**zero**
Precise alignment between a weapon's bore and its sights or sighting device. Any sighting device must be zeroed to a weapon upon attachment, or the weapon will not fire accurately. Zero can change from user to user.

## Weapons In Use

| Nation | Service | Primary Weapons |
|---|---|---|
| Angola | Army | RSA Tokarev TT-33 (pistol), RSA AKM (AR), RSA PKM, DShKM (MGs) |
| Argentina | Army | FN Browning HP (pistol), FN FAL (AR), FN MAG, M2HB (MGs) |
| Australia | Army | FN Browning HP (pistol), Colt M16A1, Steyr AUG (ARs), Colt M16 LMG, FN Minimi, FN M2HB (MGs) |
| | SAS (army special ops) | FN Browning HP (pistol), Colt M16A1 (AR), Saco M60 (MG) |
| Austria | Army | Glock 17 (pistol), Steyr AUG (AR), Rheinmetall MG49/52, FN M2HB (MGs), Steyr SSG 69 (rifle) |
| | Typical local police | Steyr GB (pistol) |
| Brazil | Army | Beretta 92 (pistol), HK G3A3, G33E (ARs), Beretta 12S, Walther MPK (SMGs), FN MAG, M2HB (MGs) |
| | Special Forces | Beretta 92 (pistol), HK G33E (AR), Colt M16A2 LMG (MG) |
| Canada | Army | FN Browning HP (pistol), Colt M16A2 (AR), Colt M16A2 LMG, FN M2HB (MGs) |
| | Special Service Force (army special ops) | Beretta 92 (pistol), Colt M16A2, M16 Commando (ARs), FN Minimi (MG) |
| Colombia | Army | FN Browning HP (pistol), HK G3A3 (AR), Walther MPK (SMG) |
| | GOES (counterterrorism) | (pistols vary), IMI Uzi (SMG) |
| El Salvador | Army | Colt M16A1, HK G3A3 (ARs), Colt M16A2 LMG (MG) |
| France | Army | MAB PA15 (pistol), GIAT FA-MAS (AR), FN M2HB (MG), GIAT FR-F2 (rifle) |
| | GIGN (counterterrorism) | Manhurin MR73 (pistol), HK MP5SD, MP5K, IMI Uzi (SMGs), FR-F2 (rifle) |
| | Legion Etrangere (army) | MAB PA15 (pistol), GIAT FA-MAS, FA-MAS Commando (ARs) |
| | Typical local police | Beretta 84, Manhurin MR73, or Walther PP (pistols) |
| Germany | Army | HK P7 (pistol), HK G3A3 (AR), IMI Uzi (SMG), Rheinmetall MG3 (MG) |
| | GSG9 (counterterrorism) | (pistols vary), HK MP5, MP5SD (SMGs), G3 SG/1 (rifle) |
| | Typical local police | HK P7, SIG-Sauer P220, or Walther PPK (pistols), Walther MPL (SMG), HK G3 SG/1 (rifle) |
| India | Army | FN Browning HP (pistol), FN FAL (AR), Sterling L2A3 (SMG), FN MAG (MG) |
| Iran | Army | Colt M1911A1 (pistol), HK G3A3 (AR), IMI Uzi (SMG), FN M2HB, Rheinmetall MG49/52 (MGs) |
| Israel | Army | Beretta 92 (pistol), Colt M16A2, IMI Galil ARM (ARs), IMI Uzi (SMG), FN MAG, IMI Negev (MGs), IMI Galil Sniper (rifle) |
| Italy | Army | Beretta 92 (pistol), Beretta 12S (SMG), Beretta AR70/90 (AR), FN Minimi, Rheinmetall MG 49/52 (MGs) |
| | NOCS "leatherheads" (counterterrorism) | Beretta 92 (pistol), Beretta M12S (SMG), Franchi SPAS-12 (shotgun) |
| | Special Forces (army) | Beretta 92 (pistol), Beretta AR70 (AR), Beretta 93R (SMG) |
| | Typical local police | Beretta 81 or 84 (pistols) |
| Jordan | Army | FN Browning HP (pistol), Beretta AR70, HK G33E (ARs), Saco M60 (MG) |
| | Special Forces (army) | FN Browning HP (pistol), Colt M16A1 (AR), Saco M60 (MG) |
| Mexico | Army | Colt M1911A1 (pistol), Colt M16A1 (AR), CETME Ameli, HK 21E (MGs) |
| Nigeria | Army | Walther P5 (pistol), HK G3A3 (AR), Beretta 12S, CZ 61 Skorpion (SMGs) |
| Peru | Army | Star 30M (pistol), FN FAL (AR), FN MAG (MG) |
| Portugal | Army | Walther P5 (pistol), HK G3A3 (AR), MAC Ingram M10 (SMG), FN M2HB, HK 21E, Rheinmetall MG49/52 (MGs) |



## Weapons In Use (cont.)

| Nation | Service | Primary Weapons |
|---|---|---|
| Russia | Army | RSA Makarov (pistol), RSA AK-74 (AR), RSA PKM, NSV (MGs), RSA Druganov SVD (rifle) |
| | Spetsnaz (army special ops) | RSA P6 (pistol), RSA AKSU (SMG) |
| | Typical local police | RSA PSM (pistol) |
| South Africa | Army | Beretta 92 (pistol), Galil ARM (AR), FN MAG (MG) |
| | Recon Commandos (army special ops) | Beretta 92 (pistol), Beretta AR70 (AR) |
| Spain | Army | Llama M82, Star 30M (pistols), CETME L (AR), Star Z84 (SMG), CETME Ameli, FN M2HB (MGs) |
| Switzerland | Army | SIG-Sauer P220 (pistol), SIG SG 550 (AR) |
| | Typical local police | SIG-Sauer P230 (pistol) |
| Thailand | Army | FN Browning HP (pistol), HK G33E (AR), IMI Uzi (SMG), Saco M60, FN M2HB (MGs) |
| | Special Forces (army) | Beretta 92 (pistol), Colt M16A2 (AR), Saco M60 (MG) |
| U. K. | Army | FN Browning HP (pistol), RSAF L85A1 (AR), Sterling L2A3, L34A1 (SMGs), RSAF L86A1 (MG), AI L96A1 (rifle) |
| | SAS (army special ops, counterterrorism) | FN BDA 9 (pistol), RSAF L85A1 (AR), HK MP5, MP5SD (SMG), AI PM (rifle), Beneili 121 M1 (shotgun) |
| | SBS (marine special ops) | FN Browning HP (pistol), Colt M16A2 (AR), Sterling L34A1 (SMG) |
| U. S. | Army | Beretta 92F (pistol), Colt M16A2 (AR), FN Minimi, M2HB, Saco M60 (MGs), Remington M24 (rifle) |
| | Customs Service | SIG P225 (pistol), Steyr AUG Para (SMG), Steyr AUG (AR) |
| | Delta (army counterterrorism) | (pistols vary) , Colt M16A2 (AR), Saco M60E1, HK 21 (MGs) |
| | Drug Enforcement Administration | SIG P225 (pistol), Colt 9mm (SMG) |
| | FBI | S&W 1076 (pistol) |
| | Marine Corps | Beretta 92F (pistol), Colt M16A2 (AR), Saco M60E3 (MG), Remington M700 (rifle), Remington M870 (shotgun) |
| | SEALs (navy special ops) | Beretta 92F, S&W Mk22 Mod 0 (pistols), Colt M16A2 (AR), HK MP5SD (SMG), Saco M60 (MG) |
| | Secret Service | SIG-Sauer P225 (pistol), IMI Uzi, MAC Ingram M10 (SMGs) |
| | SOCOM (army special ops) | Beretta 92F (pistol), Colt M16 Commando (AR), HK MP5K (SMG), Barret M82 (rifle) |
| | Typical local police | Beretta 92, Glock 17, S&W 10M&P (pistols), Colt M16A1 (AR), HK MP5 (SMG), Mossberg 500, Remington 870 (shotguns) |

Many of the weapons shown on this table are domestically produced under license or as copies. Domestic versions may have minor cosmetic or feature differences, and often go by different local names.

## d20 Modern Game Stats: Pistols

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Pocket and Compact Autoloaders** | | | | | | | | | | | |
| Astra A-60 .32 | .32in ACP | 2d4 | 20 | Ballistic | 30 | S | 12 box | Small | 2 lb. | 15 | Lic (+1) |
| Astra A-60 .380 | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 15 | Lic (+1) |
| Beretta 81BB, 81 | .32in ACP | 2d4 | 20 | Ballistic | 30 | S | 12 box | Small | 2 lb. | 15 | Lic (+1) |
| Beretta 82BB | .32in ACP | 2d4 | 20 | Ballistic | 30 | S | 9 box | Small | 1.5 lb. | 15 | Lic (+1) |
| Beretta 84F, 84, 84BB | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 16 | Lic (+1) |
| Beretta 85F, 85BB | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 1.5 lb. | 16 | Lic (+1) |
| Beretta 92F-M | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 17 | Lic (+1) |
| Beretta 92FS C, 92F C | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 17 | Lic (+1) |
| Beretta 950 | .25in ACP | 2d4 | 20 | Ballistic | 10 | S | 8 box | Tiny | 0.5 lb. | 13 | Lic (+1) |
| FN BDA 9C | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 7 box | Small | 2 lb. | 17 | Lic (+1) |
| LaFrance Nova | 9mm Para. | 2d6 | 20 | Ballistic | 20 | S | 6 box | Tiny | 1.5 lb. | 15 | Lic (+1) |
| RSA PSM | 5.45mm PSM | 2d4 | 20 | Ballistic | 20 | S | 8 box | Small | 1 lb. | 15 | Lic (+1) |
| S&W 3913, 3914 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 17 | Lic (+1) |
| S&W 6904, 6906 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 12 box | Small | 2 lb. | 17 | Lic (+1) |
| SIG-Sauer P228 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 18 | Lic (+1) |
| SIG-Sauer P230 .32 | .32in ACP | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 1 lb. | 16 | Lic (+1) |
| SIG-Sauer P230 .380 | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 7 box | Small | 1 lb. | 16 | Lic (+1) |
| SITES M9 Resolver | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 9 box | Tiny | 2 lb. | 16 | Lic (+1) |
| SITES M40 Resolver | .40in S&W | 2d6 | 20 | Ballistic | 30 | S | 9 box | Tiny | 2 lb. | 16 | Lic (+1) |
| SITES M380 Resolver | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 8 box | Tiny | 1.5 lb. | 16 | Lic (+1) |
| Star Firestar | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 7 box | Small | 2 lb. | 15 | Lic (+1) |
| Tanfoglio Baby | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 12 box | Small | 2 lb. | 15 | Lic (+1) |
| Walther P5 Compact | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 20 | Lic (+1) |
| Walther P-88 Compact | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 14 box | Small | 2 lb. | 18 | Lic (+1) |
| Walther PP .22 | .22in LR | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 1.5 lb. | 18 | Lic (+1) |
| Walther PP .25 | .25in ACP | 2d4 | 20 | Ballistic | 20 | S | 8 box | Small | 1.5 lb. | 18 | Lic (+1) |
| Walther PP .32 | .32in ACP | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 1.5 lb. | 18 | Lic (+1) |
| Walther PP .380 | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 1.5 lb. | 18 | Lic (+1) |
| Walther PPK .22 | .22in LR | 2d4 | 20 | Ballistic | 20 | S | 7 box | Small | 1.5 lb. | 16 | Lic (+1) |
| Walther PPK .25 | .25in ACP | 2d4 | 20 | Ballistic | 10 | S | 7 box | Small | 1.5 lb. | 16 | Lic (+1) |
| Walther PPK .32 | .32in ACP | 2d4 | 20 | Ballistic | 30 | S | 7 box | Small | 1.5 lb. | 16 | Lic (+1) |
| Walther PPK .380 | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 7 box | Small | 1.5 lb. | 16 | Lic (+1) |
| **Mid-sized Autoloaders** | | | | | | | | | | | |
| Astra A-80, A-90, A-100 9mm | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2.5 lb. | 16 | Lic (+1) |
| Astra A-80, A-90, A-100 .45 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2.5 lb. | 16 | Lic (+1) |
| Beretta 92FS, etc. | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S | 15 box | Small | 3 lb. | 17 | Lic (+1) |
| Bernardelli P-018 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 16 box | Small | 2.5 lb. | 17 | Lic (+1) |
| Browning High-power Mark 3S | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 15 | Lic (+1) |
| Calico M950 | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S | 50 box | Med | 3 lb. | 17 | Lic (+1) |
| Colt 2000 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2.5 lb. | 16 | Lic (+1) |
| Colt Delta Elite | 10mm | 2d6 | 20 | Ballistic | 30 | S | 7 box | Small | 3 lb. | 17 | Lic (+1) |
| Colt Double Eagle 9mm | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 9 box | Small | 3 lb. | 17 | Lic (+1) |
| Colt Double Eagle 10mm | 10mm | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 3 lb. | 17 | Lic (+1) |
| Colt Double Eagle .45 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 3 lb. | 17 | Lic (+1) |
| Colt M1911A1 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 3 lb. | 15 | Lic (+1) |

## d20 Modern Game Stats: Pistols (cont.)

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Mid-sized Autoloaders (cont.) | | | | | | | | | | | |
| CZ 75, CZ 85 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2.5 lb. | 15 | Lic (+1) |
| FN BDA 9 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 14 box | Small | 2 lb. | 16 | Lic (+1) |
| FN High-power Mark 3, etc. | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 16 | Lic (+1) |
| Glock 17 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 17 box | Small | 2 lb. | 16 | Lic (+1) |
| Glock 19 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2 lb. | 16 | Lic (+1) |
| Glock 20 | 10mm | 2d6 | 20 | Ballistic | 40 | S | 15 box | Small | 2.5 lb. | 17 | Lic (+1) |
| Glock 21 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 2.5 lb. | 17 | Lic (+1) |
| Glock 22 | .40in S&W | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2 lb. | 16 | Lic (+1) |
| Glock 23 | .40in S&W | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 16 | Lic (+1) |
| HK 0.45 Mk 23 Mod 0 USSOCOM | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 12 box | Med | 3 lb. | 22 | Res (+2) |
| HK P7K3 .22 | .22in LR | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 19 | Lic (+1) |
| HK P7K3 .380 | .380in Auto | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 19 | Lic (+1) |
| HK P7M8 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 19 | Lic (+1) |
| HK P7M10 | .40in S&W | 2d6 | 20 | Ballistic | 30 | S | 10 box | Small | 2 lb. | 19 | Lic (+1) |
| HK P7M13 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 3 lb. | 20 | Lic (+1) |
| HK P9S, P9 9mm | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 9 box | Small | 2 lb. | 17 | Lic (+1) |
| HK P9S, P9 .45 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 7 box | Small | 2 lb. | 17 | Lic (+1) |
| HK USP | .40in S&W | 2d6 | 20 | Ballistic | 30 | S | 13 box | Small | 2 lb. | 17 | Lic (+1) |
| HK USP 9mm | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2 lb. | 17 | Lic (+1) |
| HK USP 45 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 12 box | Small | 2 lb. | 17 | Lic (+1) |
| IMI Baby Eagle 9mm | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 16 box | Small | 3 lb. | 16 | Lic (+1) |
| IMI Baby Eagle .40 | .40in S&W | 2d6 | 20 | Ballistic | 30 | S | 10 box | Small | 3 lb. | 16 | Lic (+1) |
| Llama M-82 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 3 lb. | 18 | Lic (+1) |
| Llama M-82 (alloy) | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2 lb. | 19 | Lic (+1) |
| Llama M-87 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Med | 3 lb. | 20 | Lic (+1) |
| MAB PA15 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2.5 lb. | 16 | Lic (+1) |
| RSA Makarov PM | 9x18mm R | 2d4 | 20 | Ballistic | 30 | S | 8 box | Small | 1.5 lb. | 15 | Lic (+1) |
| RSA Tokarev TT-30 | 7.62x26mm R | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 15 | Lic (+1) |
| Ruger P85 Mark II | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2.5 lb. | 15 | Lic (+1) |
| S&W 1006, 1066, 1076 | 10mm | 2d6 | 20 | Ballistic | 30 | S | 9 box | Small | 3 lb. | 17 | Lic (+1) |
| S&W 4006 | .40in S&W | 2d6 | 20 | Ballistic | 30 | S | 11 box | Small | 3 lb. | 17 | Lic (+1) |
| S&W 4506 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 3 lb. | 17 | Lic (+1) |
| S&W 4516 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 7 box | Small | 2.5 lb. | 17 | Lic (+1) |
| S&W 4566 | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 3 lb. | 17 | Lic (+1) |
| S&W 5903, 5904, 5906 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 14 box | Small | 2 lb. | 17 | Lic (+1) |
| S&W Mk 22 Mod 0 Hush Puppy | 9mm Para. | 2d6 | 20 | Ballistic | 20 | S | 8 box | Med | 2 lb. | 19 | Res (+2) |
| SIG-Sauer P220 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 9 box | Small | 2 lb. | 17 | Lic (+1) |
| SIG-Sauer P225 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 17 | Lic (+1) |
| SIG-Sauer P226 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2 lb. | 17 | Lic (+1) |
| Star 30M, 30 PK | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 3 lb. | 17 | Lic (+1) |
| Steyr GB | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 18 box | Small | 2.5 lb. | 18 | Lic (+1) |
| Steyr SPP | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Med | 4 lb. | 18 | Lic (+1) |
| Tanfoglio TA90 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2.5 lb. | 16 | Lic (+1) |
| Walther P5 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 8 box | Small | 2 lb. | 17 | Lic (+1) |
| Walther P-88 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 15 box | Small | 2.5 lb. | 19 | Lic (+1) |
| Walther P-99 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 16 box | Small | 2 lb. | 17 | Lic (+1) |

## d20 Modern Game Stats: Pistols (cont.)

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Large Autoloaders** | | | | | | | | | | | |
| FN Five-seveN | 5.7mm | 2d8 | 20 | Ballistic | 40 | S | 20 box | Small | 1.5 lb. | 20 | Lic (+1) |
| IMI Baby Eagle .41 | .41in AE | 2d8 | 20 | Ballistic | 40 | S | 11 box | Med | 3 lb. | — | Lic (+1) |
| IMI Desert Eagle .357 | .357in Mag. | 2d6 | 20 | Ballistic | 40 | S | 10 box | Med | 4 lb. | 18 | Lic (+1) |
| IMI Desert Eagle .44 | .44in Mag. | 2d8 | 20 | Ballistic | 40 | S | 9 box | Med | 4 lb. | 18 | Lic (+1) |
| IMI Desert Eagle .50 | .50in AE | 2d8 | 20 | Ballistic | 50 | S | 8 box | Med | 4 lb. | 18 | Lic (+1) |
| Tanfoglio GT41 | .41in AE | 2d8 | 20 | Ballistic | 40 | S | 11 box | Med | 2.5 lb. | 16 | Lic (+1) |
| **Mid-sized Revolvers** | | | | | | | | | | | |
| Colt Agent | .38in Special | 2d6 | 20 | Ballistic | 30 | S | 6 cyl. | Small | 1 lb. | 14 | Lic (+1) |
| Colt Python .38 | .38in Special | 2d6 | 20 | Ballistic | 50 | S | 6 cyl. | Med | 3 lb. | 17 | Lic (+1) |
| Manhurin MR73 .38 | .38in Special | 2d6 | 20 | Ballistic | 30 | S | 6 cyl. | Small | 2 lb. | — | Lic (+1) |
| Ruger Speed-Six | .38in Special | 2d6 | 20 | Ballistic | 30 | S | 6 cyl. | Med | 2 lb. | 13 | Lic (+1) |
| S&W 10 M&P | .38in Special | 2d6 | 20 | Ballistic | 30 | S | 6 cyl. | Med | 2 lb. | 15 | Lic (+1) |
| **Large Revolvers** | | | | | | | | | | | |
| Colt Python .357 | .357in Mag. | 2d6 | 20 | Ballistic | 50 | S | 6 cyl. | Med | 3 lb. | 17 | Lic (+1) |
| Manhurin MR73 .357 | .357in Mag. | 2d6 | 20 | Ballistic | 30 | S | 6 cyl. | Med | 2 lb. | 15 | Lic (+1) |
| Ruger Security-Six, Service-Six | .357in Mag. | 2d6 | 20 | Ballistic | 40 | S | 6 cyl. | Med | 2 lb. | 14 | Lic (+1) |
| S&W 19 | .357in Mag. | 2d6 | 20 | Ballistic | 40 | S | 6 cyl. | Med | 2.5 lb. | 15 | Lic (+1) |
| S&W 29 | .44in Mag. | 2d8 | 20 | Ballistic | 50 | S | 6 cyl. | Med | 3 lb. | 16 | Lic (+1) |
| **Suppressed and Silenced Pistols** | | | | | | | | | | | |
| HK 0.45 Mk 23 Mod 0 USSOCOM (silenced) | .45in ACP | 2d6–1 | 20 | Ballistic | 30 | S | 12 box | Med | 4 lb. | — | — |
| LaFrance Colt .45 Silenced | .45in ACP | 2d6 | 20 | Ballistic | 30 | S | 7 box | Med | 4 lb. | 18 | Res (+2) |
| LaFrance Colt .45 Silenced (silenced) | .45in ACP | 2d6–1 | 20 | Ballistic | 30 | S | 7 box | Med | 4 lb. | — | — |
| LEI Mark 2 | .22in LR | 2d4 | 20 | Ballistic | 20 | S | 10 box | Med | 2.5 lb. | 18 | Res (+2) |
| RSA P6 | 9x18mm R | 2d4 | 20 | Ballistic | 20 | S | 8 box | Med | 2.5 lb. | 18 | Res (+2) |
| S&W Mk 22 Mod 0 Hush Puppy (silenced) | 9mm Para. | 2d6–1 | 20 | Ballistic | 20 | S | 8 box | Med | 2.5 lb. | — | — |



## d20 Modern Game Stats: Submachineguns

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Machine Pistols** | | | | | | | | | | | |
| Beretta 93-R | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 20 box | Med | 3 lb. | 20 | Res (+2) |
| Bushman IDW | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S, A | 32 box | Med | 7 lb. | 21 | Res (+2) |
| Bushman IDW 10mm | 10 mm | 2d6 | 20 | Ballistic | 40 | S, A | 32 box | Med | 7 lb. | 21 | Res (+2) |
| Bushman IDW .41inAE | .41in AE | 2d8 | 20 | Ballistic | 40 | S, A | 32 box | Med | 7 lb. | 21 | Res (+2) |
| CZ Model 61 Skorpion | .32in ACP | 2d4 | 20 | Ballistic | 40 | S, A | 10 box | Med | 5 lb. | 19 | Res (+2) |
| CZ Model 63 Skorpion | .380in Auto | 2d4 | 20 | Ballistic | 40 | S, A | 10 box | Med | 5 lb. | 19 | Res (+2) |
| CZ Model 68 Skorpion | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 10 box | Med | 5 lb. | 19 | Res (+2) |
| FAMAE Mini-S.A.F. | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 20 box | Med | 6 lb. | 19 | Res (+2) |
| Glock 18 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S, A | 17 box | Small | 2 lb. | 21 | Res (+2) |
| HK MP5K, MP5KA1, MP5KA4, MP5KA5 | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 30 box | Med | 6 lb. | 20 | Res (+2) |
| HK VP70 | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S | 18 box | Small | 2 lb. | 17 | Lic (+1) |
| IMI Micro-Uzi | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 20 box | Med | 5 lb. | 18 | Res (+2) |
| IMI Micro-Uzi .45 | .45in ACP | 2d6 | 20 | Ballistic | 40 | S, A | 16 box | Med | 5 lb. | 18 | Res (+2) |
| MAC Ingram M10 | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 32 box | Med | 7 lb. | 17 | Res (+2) |
| MAC Ingram M10 .45 | .45in ACP | 2d6 | 20 | Ballistic | 40 | S, A | 32 box | Med | 8 lb. | 17 | Res (+2) |
| Intratec TEC-9 | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 20 box | Med | 4 lb. | 16 | Res (+2) |
| MAC Ingram M11 | .380in Auto | 2d4 | 20 | Ballistic | 30 | S, A | 16 box | Small | 4 lb. | 17 | Res (+2) |
| Steyr TMP | 9mm Para. | 2d6 | 20 | Ballistic | 30 | S, A | 25 box | Med | 4 lb. | 19 | Res (+2) |
| Steyr TMP 10mm | 10 mm | 2d6 | 20 | Ballistic | 40 | S, A | 25 box | Med | 4 lb. | 19 | Res (+2) |
| Steyr TMP .41 | .41inAE | 2d8 | 20 | Ballistic | 40 | S, A | 25 box | Med | 4 lb. | 19 | Res (+2) |
| **Mid-Sized Submachineguns** | | | | | | | | | | | |
| ARES Folding | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 32 box | Large | 6 lb. | 19 | Res (+2) |
| Armscor BXP | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 32 box | Large | 6 lb. | 20 | Res (+2) |
| Beretta Model 12, 12S | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 32 box | Large | 8 lb. | 20 | Res (+2) |
| Calico M960A | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 50 box | Large | 7 lb. | 18 | Res (+2) |
| Colt 9mm | 9mm Para. | 2d6 | 20 | Ballistic | 60 | S, A | 20 box | Large | 6 lb. | 18 | Res (+2) |
| FAMAE S.A.F. 9mm | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 30 box | Large | 8 lb. | 20 | Res (+2) |
| HK MP5, MP5A1, MP5A4, MP5A5 | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 30 box | Large | 6 lb. | 20 | Res (+2) |
| HK MP5 PDW | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 30 box | Large | 6 lb. | 23 | Mil (+3) |
| HK MP5/10 | 10 mm | 2d6 | 20 | Ballistic | 60 | S, A | 30 box | Large | 6 lb. | 20 | Res (+2) |
| HK MP5/40 | .40in S&W | 2d6 | 20 | Ballistic | 50 | S, A | 30 box | Large | 6 lb. | 20 | Res (+2) |
| HK MP2000 | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 30 box | Large | 7 lb. | 23 | Mil (+3) |
| IMI Mini-Uzi | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 20 box | Large | 7 lb. | 20 | Res (+2) |
| IMI Mini-Uzi .45 | .45in ACP | 2d6 | 20 | Ballistic | 40 | S, A | 16 box | Large | 7 lb. | 20 | Res (+2) |
| IMI Uzi | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 20 box | Large | 8 lb. | 20 | Res (+2) |
| IMI Uzi .45 | .45in ACP | 2d6 | 20 | Ballistic | 40 | S, A | 16 box | Large | 8 lb. | 20 | Res (+2) |
| JATI Matic | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 20 box | Large | 5 lb. | 19 | Res (+2) |
| SITES M-4 Spectre | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 50 box | Large | 7 lb. | 21 | Res (+2) |
| Star Z-84 | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 30 box | Large | 7 lb. | 20 | Res (+2) |
| Sterling L2A1, L2A2, L2A3 | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 34 box | Large | 7 lb. | 19 | Res (+2) |
| Steyr AUG 9mm Para | 9mm Para. | 2d6 | 20 | Ballistic | 60 | S, A | 32 box | Large | 8 lb. | 20 | Res (+2) |
| Steyr MPi 69, MPi 81 | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 32 box | Large | 8 lb. | 20 | Res (+2) |
| Walther MPK | 9mm Para. | 2d6 | 20 | Ballistic | 40 | S, A | 32 box | Large | 7 lb. | 19 | Res (+2) |
| Walther MPL | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 32 box | Large | 7 lb. | 20 | Res (+2) |
| Weaver PKS-9 Ultralight | 9mm Para. | 2d6 | 20 | Ballistic | 50 | S, A | 30 box | Large | 7 lb. | 18 | Res (+2) |

## d20 Modern Game Stats: Submachineguns (cont.)

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Heavy Submachineguns** | | | | | | | | | | | |
| FN P90 | 5.7mm | 2d8 | 20 | Ballistic | 70 | S, A | 50 box | Large | 8 lb. | 21 | Res (+2) |
| HK MP 53 | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 25 box | Large | 7 lb. | 22 | Res (+2) |
| IMI Galil MAR Micro | 5.56mm | 2d8 | 20 | Ballistic | 60 | S, A | 35 box | Large | 8 lb. | 21 | Res (+2) |
| IMI MTAR Micro | 5.56mm | 2d8 | 20 | Ballistic | 60 | S, A | 20 box | Large | 7 lb. | 22 | Res (+2) |
| RSA AKSU-74 | 5.45mm | 2d8 | 20 | Ballistic | 60 | S, A | 30 box | Large | 7 lb. | 19 | Res (+2) |
| **Supressed and Silenced Submachineguns** | | | | | | | | | | | |
| CNI Type 64 | 7.62X26mm R | 2d6–1 | 20 | Ballistic | 40 | S, A | 30 box | Large | 8 lb. | 18 | Mil (+3) |
| HK MP5 PDW (silenced) | 9mm Para. | 2d6–1 | 20 | Ballistic | 40 | S, A | 30 box | Large | 7 lb. | — | — |
| HK MP5SD1, MP5SD4 | 9mm Para. | 2d6–1 | 20 | Ballistic | 40 | S, A | 30 box | Large | 7 lb. | 22 | Mil (+3) |
| HK MP5SD2, SD3, SD5, SD6 | 9mm Para. | 2d6–1 | 20 | Ballistic | 40 | S, A | 30 box | Large | 8 lb. | 22 | Mil (+3) |
| HK MP2000 (silenced) | 9mm Para. | 2d6–1 | 20 | Ballistic | 40 | S, A | 30 box | Large | 9 lb. | — | — |
| KAC Colt 9mm Suppressed | 9mm Para. | 2d6–1 | 20 | Ballistic | 50 | S, A | 20 box | Large | 8 lb. | 20 | Mil (+3) |
| MAC Ingram M10 (silenced) | 9mm Para. | 2d6–1 | 20 | Ballistic | 40 | S, A | 32 box | Large | 10 lb. | — | — |
| MAC Ingram M10 .45 (silenced) | .45in ACP | 2d6–1 | 20 | Ballistic | 40 | S, A | 32 box | Large | 10 lb. | — | — |
| MAC Ingram M11 (silenced) | .380in Auto | 2d4 | 20 | Ballistic | 30 | S, A | 16 box | Med | 6 lb. | — | — |
| Sterling L34A1 | 9mm Para. | 2d6–1 | 20 | Ballistic | 40 | S, A | 34 box | Large | 9 lb. | 19 | Mil (+3) |
| Steyr MPi 69 (silenced), MPi 81 (silenced) | 9mm Para. | 2d6–1 | 20 | Ballistic | 40 | S, A | 32 box | Large | 8 lb. | — | — |

## d20 Modern Game Stats: Assault Rifles

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Compact Medium-Caliber Assault Rifles** | | | | | | | | | | | |
| Beretta SC 70 Short | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 9 lb. | 18 | Res (+2) |
| Beretta SCS 70/90 | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 10 lb. | 18 | Res (+2) |
| CETME LC | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 8 lb. | 19 | Res (+2) |
| Colt M4 Carbine | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 7 lb. | 18 | Res (+2) |
| Colt M16 Commando | 5.56mm | 2d8 | 20 | Ballistic | 60 | S, A | 30 box | Large | 7 lb. | 18 | Res (+2) |
| GIAT FA-MAS Commando | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 25 box | Large | 9 lb. | 20 | Res (+2) |
| HK G33K | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 25 box | Large | 9 lb. | 20 | Res (+2) |
| HK G36K | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 8 lb. | 20 | Res (+2) |
| HK G41K | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 10 lb. | 20 | Res (+2) |
| IMI CTAR-21 | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 8 lb. | 21 | Res (+2) |
| IMI Galil SAR | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 35 box | Large | 9 lb. | 19 | Res (+2) |
| SIG SG 551 | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 9 lb. | 20 | Res (+2) |
| Steyr AUG Carbine | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 9 lb. | 20 | Res (+2) |

## d20 Modern Game Stats: Assault Rifles (cont.)

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Medium-Caliber Assault Rifles** | | | | | | | | | | | |
| Alliant Techsystems OICW (rifle) | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 18 lb. | 26 | Mil (+3) |
| Beretta AR 70, SC 70 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 9 lb. | 18 | Res (+2) |
| Beretta AR 70/90, SC 70/90 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 10 lb. | 18 | Res (+2) |
| CETME L | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 8 lb. | 19 | Res (+2) |
| CFI SAR 21 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 9 lb. | 19 | Res (+2) |
| CIS SR 88 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 9 lb. | 17 | Res (+2) |
| Colt M16A1 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 9 lb. | 18 | Res (+2) |
| Colt M16A2 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S | 30 box | Large | 9 lb. | 19 | Res (+2) |
| FN FNC | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 9 lb. | 20 | Res (+2) |
| GIAT FA-MAS | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 25 box | Large | 9 lb. | 20 | Res (+2) |
| HK G11 | 4.7mm C | 2d8 | 20 | Ballistic | 80 | S, A | 50 box | Large | 9 lb. | 24 | Res (+2) |
| HK G33E | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 25 box | Large | 9 lb. | 19 | Res (+2) |
| HK G36 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 8 lb. | 19 | Res (+2) |
| HK G41E | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 10 lb. | 19 | Res (+2) |
| IMI Galil ARM | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 35 box | Large | 11 lb. | 19 | Res (+2) |
| IMI STAR-21 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 8 lb. | 22 | Res (+2) |
| IMI TAR-21 Tavor | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 8 lb. | 21 | Res (+2) |
| Norinco QBZ Type 95 | 5.8mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 8 lb. | 20 | Res (+2) |
| Norinco QBZ Type 97 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 8 lb. | 20 | Res (+2) |
| RSA AK-74, AKS-74 | 5.45mm R | 2d8 | 20 | Ballistic | 70 | S, A | 30 box | Large | 9 lb. | 17 | Res (+2) |
| RSA AK-47, AKS-47, AKM, AKMS | 7.62x39mm R | 2d8 | 20 | Ballistic | 60 | S, A | 30 box | Large | 11 lb. | 16 | Res (+2) |
| RSAF L85A1 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 12 lb. | 20 | Res (+2) |
| SIG SG 540 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 8 lb. | 18 | Res (+2) |
| SIG SG 550 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 10 lb. | 19 | Res (+2) |
| Steyr AUG | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 9 lb. | 20 | Res (+2) |
| **Heavy-Caliber Assault Rifles** | | | | | | | | | | | |
| CETME C | 7.62mm | 2d10 | 20 | Ballistic | 90 | S, A | 20 box | Large | 11 lb. | 18 | Res (+2) |
| FN-FAL, L1A1 | 7.62mm | 2d10 | 20 | Ballistic | 90 | S | 20 box | Large | 11 lb. | 20 | Res (+2) |
| HK G3A3 | 7.62mm | 2d10 | 20 | Ballistic | 90 | S, A | 20 box | Large | 11 lb. | 19 | Res (+2) |
| HK G3A4 | 7.62mm | 2d10 | 20 | Ballistic | 90 | S, A | 20 box | Large | 11 lb. | 20 | Res (+2) |
| HK G3K | 7.62mm | 2d10 | 20 | Ballistic | 80 | S, A | 20 box | Large | 11 lb. | 20 | Res (+2) |
| KAC Stoner SR-25 | 7.62mm | 2d10 | 20 | Ballistic | 90 | S, A | 20 box | Large | 11 lb. | 22 | Res (+2) |
| KAC Stoner SR-25 Carbine | 7.62mm | 2d10 | 20 | Ballistic | 80 | S, A | 20 box | Large | 8 lb. | 22 | Res (+2) |
| KAC Stoner SR-25K | 7.62mm | 2d10 | 20 | Ballistic | 80 | S, A | 20 box | Large | 11 lb. | 22 | Res (+2) |
| **Suppressed and Silenced Assault Rifles** | | | | | | | | | | | |
| RSA VAL AS | 9mm SP-6 | 2d8–1 | 20 | Ballistic | 70 | S, A | 20 box | Large | 6 lb. | 22 | Mil (+3) |
| RSA VAL AS (silenced) | 9mm SP-6 | 2d8–3 | 20 | Ballistic | 70 | S, A | 20 box | Large | 6 lb. | — | — |

## d20 Modern Game Stats: Rifles

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Medium-Caliber Bolt-Action Rifles** | | | | | | | | | | | |
| Remington Model 700 5.56 | 5.56mm | 2d8 | 20 | Ballistic | 80 | Single | 6 int. | Large | 7 lb. | 17 | Lic (+1) |
| **Heavy-Caliber Bolt-Action Rifles** | | | | | | | | | | | |
| AI PM, L96A1 | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 10 box | Large | 15 lb. | 22 | Lic (+1) |
| Beretta Sniper | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 5 box | Large | 13 lb. | 20 | Lic (+1) |
| GIAT FR-F1 | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 10 box | Large | 12 lb. | 20 | Lic (+1) |
| GIAT FR-F2 | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 10 box | Large | 12 lb. | 21 | Lic (+1) |
| GIAT PGM UR Intervention | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 5 box | Large | 12 lb. | 21 | Lic (+1) |
| GIAT PGM UR Commando | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 5 box | Large | 12 lb. | 22 | Lic (+1) |
| Grendel SRT | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 9 box | Large | 7 lb. | 21 | Lic (+1) |
| Parker-Hale Model 85 | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 10 box | Large | 13 lb. | 21 | Lic (+1) |
| Remington M24 | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 6 int. | Large | 14 lb. | 21 | Lic (+1) |
| Remington Model 700 7.62 | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 5 int. | Large | 7 lb. | 17 | Lic (+1) |
| Steyr SSG 69, SSG-P | 7.62mm | 2d10 | 20 | Ballistic | 100 | Single | 5 box | Large | 10 lb. | 21 | Lic (+1) |
| **Ultra-Heavy-Caliber Bolt-Action Rifles** | | | | | | | | | | | |
| Barrett Model 90 | .50in B | 2d12 | 20 | Ballistic | 120 | Single | 5 box | Large | 23 lb. | 24 | Lic (+1) |
| Technika Top Gun | 12.7x107mm R | 2d12 | 20 | Ballistic | 120 | Single | 1 int. | Huge | 26 lb. | 19 | Lic (+1) |
| **Medium-Caliber Semiautomatic Rifles** | | | | | | | | | | | |
| Ruger Mini-14 | 5.56mm | 2d8 | 20 | Ballistic | 90 | S | 10 box | Large | 7 lb. | 16 | Lic (+1) |
| SIG SSG 550 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S | 20 box | Large | 16 lb. | 21 | Lic (+1) |
| **Heavy-Caliber Semiautomatic Rifles** | | | | | | | | | | | |
| HK G3 SG/1 | 7.62mm | 2d10 | 20 | Ballistic | 100 | S, A | 20 box | Large | 13 lb. | 20 | Lic (+1) |
| HK MSG 90 | 7.62mm | 2d10 | 20 | Ballistic | 100 | S | 5 box | Large | 14 lb. | 21 | Lic (+1) |
| HK PSG 1 | 7.62mm | 2d10 | 20 | Ballistic | 100 | S | 1 int.[1] | Large | 18 lb. | 22 | Lic (+1) |
| IMI Galil Sniper | 7.62mm | 2d10 | 20 | Ballistic | 100 | S | 20 box | Large | 15 lb. | 19 | Lic (+1) |
| RSA Druganov SVD | 7.62x54mm R | 2d10 | 20 | Ballistic | 100 | S | 10 box | Large | 10 lb. | 20 | Lic (+1) |
| Springfield M21 | 7.62mm | 2d10 | 20 | Ballistic | 100 | S | 20 box | Large | 10 lb. | 20 | Lic (+1) |
| Walther WA 2000 | 7.62mm | 2d10 | 20 | Ballistic | 100 | S | 6 box | Large | 18 lb. | 23 | Lic (+1) |
| **Ultra-Heavy-Caliber Semiautomatic Rifles** | | | | | | | | | | | |
| Barrett Model 82A1 | .50in B | 2d12 | 20 | Ballistic | 120 | S | 11 box | Huge | 33 lb. | 25 | Lic (+1) |
| Barrett Model 82A2 | .50in B | 2d12 | 20 | Ballistic | 120 | S | 11 box | Large | 30 lb. | 24 | Lic (+1) |
| Steyr AMR | 15mm | 2d12 | 20 | Ballistic | 130 | S | 5 box | Huge | 44 lb. | 26 | Mil (+3) |
| Technika Destroyer | 12.7x107mm R | 2d12 | 20 | Ballistic | 120 | S | 10 box | Huge | 37 lb. | 21 | Lic (+1) |
| **Suppressed and Silenced Rifles** | | | | | | | | | | | |
| AI Covert | 7.62mm | 2d10 | 20 | Ballistic | 60 | Single | 10 box | Large | 15 lb. | 23 | Res (+2) |
| AI Covert (silenced) | 7.62mm | 2d10–2 | 20 | Ballistic | 60 | Single | 10 box | Large | 15 lb. | — | — |
| GIAT PGM UR Intervention (silenced) | 7.62mm | 2d10–2 | 20 | Ballistic | 70 | Single | 5 box | Large | 12 lb. | — | — |
| GIAT PGM UR Commando (silenced) | 7.62mm | 2d10–2 | 20 | Ballistic | 70 | Single | 5 box | Large | 12 lb. | — | — |
| LEI DeLisle Mark 3 | .45in ACP | 2d6–1 | 20 | Ballistic | 40 | Single | 4 box | Large | 3 lb. | 19 | Res (+2) |
| LEI DeLisle Mark 4 | 7.62mm | 2d10 | 20 | Ballistic | 60 | Single | 4 box | Large | 8 lb. | 22 | Res (+2) |
| LEI DeLisle Mark 4 (silenced) | 7.62mm | 2d10–2 | 20 | Ballistic | 60 | Single | 4 box | Large | 8 lb. | — | — |
| Parker-Hale Mod. 85 Silenced | 7.62mm | 2d10 | 20 | Ballistic | 70 | Single | 10 box | Large | 13 lb. | 23 | Res (+2) |
| Parker-Hale Mod. 85 Silenced (silenced) | 7.62mm | 2d10–2 | 20 | Ballistic | 70 | Single | 10 box | Large | 13 lb. | — | — |
| RSA VSS Silent Sniping Rifle | 9mm SP-5 | 2d8–3 | 20 | Ballistic | 70 | S, A | 10 box | Large | 6 lb. | 22 | Mil (+3) |
| Steyr SSG-P Silenced | 7.62mm | 2d10 | 20 | Ballistic | 60 | Single | 5 box | Large | 11 lb. | 22 | Res (+2) |
| Steyr SSG-P Silenced (silenced) | 7.62mm | 2d10–2 | 20 | Ballistic | 60 | Single | 5 box | Large | 11 lb. | — | — |

## d20 Modern Game Stats: Shotguns

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Pump Shotguns** | | | | | | | | | | | |
| Beretta RS200P, RS202-M1, RS202-M2 | 12-ga | 2d8 | 20 | Ballistic | 50 | Single | 6 int. | Large | 7 lb. | 15 | Lic (+1) |
| Bernardelli B4/B | 12-ga | 2d8 | 20 | Ballistic | 40 | Single | 5 box | Large | 7 lb. | 17 | Lic (+1) |
| Ceiner Ultimate | 12-ga | 2d8 | 20 | Ballistic | 40 | Single | 5 int. | Large | 6 lb. | 17 | Lic (+1) |
| Mossberg 500 ATP6 | 12-ga | 2d8 | 20 | Ballistic | 40 | Single | 6 int. | Large | 7 lb. | 14 | Lic (+1) |
| Mossberg 500 ATP6C | 12-ga | 2d8 | 20 | Ballistic | 40 | Single | 6 int. | Large | 6 lb. | 14 | Lic (+1) |
| Mossberg 500 ATP8 | 12-ga | 2d8 | 20 | Ballistic | 50 | Single | 8 int. | Large | 8 lb. | 14 | Lic (+1) |
| Mossberg 500 ATP8C | 12-ga | 2d8 | 20 | Ballistic | 50 | Single | 8 int. | Large | 7 lb. | 14 | Lic (+1) |
| Remington 870 P, M870 Mk1 | 12-ga | 2d8 | 20 | Ballistic | 50 | Single | 7 int. | Large | 9 lb. | 16 | Lic (+1) |
| Remington 870 | 12-ga | 2d8 | 20 | Ballistic | 50 | Single | 5 int. | Large | 9 lb. | 16 | Lic (+1) |
| Winchester 1300 Defender | 12-ga | 2d8 | 20 | Ballistic | 40 | Single | 7 int. | Large | 7 lb. | 15 | Lic (+1) |
| Winchester 1300 Marine | 12-ga | 2d8 | 20 | Ballistic | 40 | Single | 6 int. | Large | 8 lb. | 17 | Lic (+1) |
| **Semiautomatic Shotguns** | | | | | | | | | | | |
| Benelli 121 M1 | 12-ga | 2d8 | 20 | Ballistic | 40 | S | 7 int. | Large | 8 lb. | 17 | Lic (+1) |
| Benelli M1 Super 90 | 12-ga | 2d8 | 20 | Ballistic | 40 | S | 7 int. | Large | 8 lb. | 18 | Lic (+1) |
| Beretta 1201 FP3 | 12-ga | 2d8 | 20 | Ballistic | 50 | S | 6 int. | Large | 7 lb. | 18 | Lic (+1) |
| Beretta M3P | 12-ga | 2d8 | 20 | Ballistic | 40 | Single, S | 5 box | Large | 8 lb. | 18 | Lic (+1) |
| Bernardelli B4 | 12-ga | 2d8 | 20 | Ballistic | 40 | Single, S | 5 box | Large | 8 lb. | 18 | Lic (+1) |
| Franchi SPAS-12 | 12-ga | 2d8 | 20 | Ballistic | 40 | Single, S | 7 int. | Large | 10 lb. | 17 | Lic (+1) |
| Franchi SPAS-15, SPAS-15 MIL | 12-ga | 2d8 | 20 | Ballistic | 40 | S | 6 box | Large | 9 lb. | 18 | Lic (+1) |
| HK 512 | 12-ga | 2d8 | 20 | Ballistic | 40 | S | 7 int. | Large | 8 lb. | 17 | Lic (+1) |
| **Automatic Shotguns** | | | | | | | | | | | |
| Daewoo USAS-12 | 12-ga | 2d8 | 20 | Ballistic | 40 | S, A | 12 box | Large | 11 lb. | 18 | Res (+2) |
| Pancor Jackhammer | 12-ga | 2d8 | 20 | Ballistic | 50 | S, A | 10 box | Large | 11 lb. | 20 | Res (+2) |

## d20 Modern Game Stats: Machineguns

| Weapon | Caliber | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Magazine | Size | Weight | Purchase DC | Restriction |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Light Machineguns** | | | | | | | | | | | |
| CETME Ameli | 5.56mm | 2d8 | 20 | Ballistic | 80 | A | Linked | Large | 14 lb. | 22 | Mil (+3) |
| CIS Ultimax 100 | 5.56mm | 2d8 | 20 | Ballistic | 80 | A | 100 box | Large | 11 lb. | 20 | Mil (+3) |
| Colt M16A2 LMG | 5.56mm | 2d8 | 20 | Ballistic | 80 | A | 30 box | Large | 13 lb. | 19 | Res (+2) |
| FN Minimi | 5.56mm | 2d8 | 20 | Ballistic | 80 | A | Linked | Large | 15 lb. | 23 | Mil (+3) |
| FN Minimi Para | 5.56mm | 2d8 | 20 | Ballistic | 70 | A | Linked | Large | 15 lb. | 23 | Mil (+3) |
| HK 23E | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | Linked | Large | 19 lb. | 22 | Mil (+3) |
| IMI Negev | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | Linked | Large | 16 lb. | 20 | Mil (+3) |
| IMI Negev Short | 5.56mm | 2d8 | 20 | Ballistic | 70 | S, A | Linked | Large | 16 lb. | 20 | Mil (+3) |
| RSA PKM | 7.62mm R | 2d10 | 20 | Ballistic | 80 | A | Linked | Large | 18 lb. | 19 | Mil (+3) |
| RSAF L86A1 | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 30 box | Large | 12 lb. | 21 | Res (+2) |
| Steyr AUG HBAR | 5.56mm | 2d8 | 20 | Ballistic | 80 | S, A | 42 box | Large | 11 lb. | 20 | Res (+2) |
| **Medium Machineguns** | | | | | | | | | | | |
| FN MAG | 7.62mm | 2d10 | 20 | Ballistic | 100 | A | Linked | Large | 24 lb. | 21 | Mil (+3) |
| HK 21E | 7.62mm | 2d10 | 20 | Ballistic | 100 | S, A | Linked | Large | 20 lb. | 22 | Mil (+3) |
| Rheinmetall MG42/59, MG3 | 7.62mm | 2d10 | 20 | Ballistic | 100 | A | Linked | Large | 26 lb. | 23 | Mil (+3) |
| Saco M60E1, E3 | 7.62mm | 2d10 | 20 | Ballistic | 100 | A | Linked | Large | 33 lb. | 23 | Mil (+3) |
| **Heavy Machineguns** | | | | | | | | | | | |
| CIS .50 CIS | .50in B | 2d12 | 20 | Ballistic | 110 | A | Linked | Huge | 74 lb. | 23 | Mil (+3) |
| FN M2HB/QCB | .50in B | 2d12 | 20 | Ballistic | 110 | S, A | Linked | Huge | 84 lb. | 25 | Mil (+3) |
| RSA Degtyarev DShKM | 12.7mm R | 2d12 | 20 | Ballistic | 110 | A | Linked | Huge | 78 lb. | 23 | Mil (+3) |
| RSA NSV | 12.7mm R | 2d12 | 20 | Ballistic | 110 | A | Linked | Huge | 55 lb. | 23 | Mil (+3) |

## d20 Modern Game Stats: Pistol and Submachinegun Ammunition

| Caliber | Ammunition Type | Damage | Purchase DC |
|---|---|---|---|
| .22in LR | Ball | 2d4 | 4 |
| | Glaser[1] | 2d4+2 | 8 |
| | Hollowpoint[1] | 2d4+1 | 4 |
| .25in ACP | Ball | 2d4 | 4 |
| | Glaser[1] | 2d4+2 | 8 |
| | Hollowpoint[1] | 2d4+1 | 4 |
| .32in ACP | Ball | 2d4 | 5 |
| | Glaser[1] | 2d4+2 | 9 |
| | Hollowpoint[1] | 2d4+1 | 4 |
| .380in Auto | Ball | 2d4 | 5 |
| | Glaser[1] | 2d4+2 | 9 |
| | Hollowpoint[1] | 2d4+1 | 4 |
| .38in Special | Ball | 2d6 | 5 |
| | Armor piercing[2] | 2d6–1 | 6 |
| | Glaser[1] | 2d6+2 | 9 |
| | Hollowpoint[1] | 2d6+1 | 5 |
| .357in Magnum | Ball | 2d6 | 5 |
| | Armor piercing[2] | 2d6–1 | 6 |
| | Glaser[1] | 2d6+2 | 9 |
| | Hollowpoint[1] | 2d6+1 | 5 |
| .40in S&W | Ball | 2d6 | 5 |
| | *cold-loaded* | 2d6–1 | 6 |
| | AET | 2d6+1 | 10 |
| | *cold-loaded* | 2d6 | 11 |
| | Armor piercing[2] | 2d6–1 | 6 |
| | *cold-loaded*[2] | 2d6–2 | 7 |
| | Glaser[1] | 2d6+2 | 9 |
| | *cold-loaded*[1] | 2d6+1 | 10 |
| | Hollowpoint[1] | 2d6+1 | 5 |
| | *cold-loaded*[1] | 2d6 | 6 |
| .41in Action Exp. | Ball | 2d8 | 6 |
| | AET | 2d8+1 | 11 |
| | Armor piercing[2] | 2d8–1 | 7 |
| | Glaser[1] | 2d8+2 | 9 |
| | Hollowpoint[1] | 2d8+1 | 6 |
| .45in ACP | Ball | 2d6 | 5 |
| | *cold-loaded* | 2d6–1 | 6 |
| | AET | 2d6+1 | 10 |
| | *cold-loaded* | 2d6 | 11 |
| | Armor piercing[2] | 2d6–1 | 6 |
| | *cold-loaded* | 2d6–2 | 7 |
| | Glaser[1] | 2d6+2 | 9 |
| | *cold-loaded*[1] | 2d6+1 | 10 |
| | Hollowpoint[1] | 2d6+1 | 5 |
| | *cold-loaded*[1] | 2d6 | 6 |
| .44in Magnum | Ball | 2d8 | 5 |
| | Armor piercing[2] | 2d8–1 | 6 |
| | Glaser[1] | 2d8+2 | 9 |
| | Hollowpoint[1] | 2d8+1 | 5 |
| .50in Action Exp. | Ball | 2d8 | 6 |
| | Glaser[1] | 2d8+2 | 10 |
| | Hollowpoint[1] | 2d8+1 | 6 |
| 5.45mm | Ball | 2d4 | 5 |
| | Hollowpoint[1] | 2d4+1 | 5 |
| 5.7mm FN | Ball | 2d8 | 7 |
| | *cold-loaded* | 2d8–2 | 8 |
| | Armor piercing[2] | 2d8–1 | 8 |
| | *cold-loaded*[2] | 2d8–3 | 9 |
| 7.62x26mm Russian | Ball | 2d6 | 6 |
| | *cold-loaded* | 2d6–1 | 7 |
| | Hollowpoint[1] | 2d6+1 | 6 |
| | *cold-loaded*[1] | 2d6 | 7 |
| 9x18mm Russian | Ball | 2d4 | 5 |
| | Hollowpoint[1] | 2d4+1 | 5 |
| 9mm Parabellum | Ball | 2d6 | 5 |
| | *cold-loaded* | 2d6–1 | 6 |
| | AET | 2d6+1 | 10 |
| | *cold-loaded* | 2d6 | 11 |
| | Armor piercing[2] | 2d6–1 | 6 |
| | *cold-loaded*[2] | 2d6–2 | 7 |
| | Glaser[1] | 2d6+2 | 9 |
| | *cold-loaded*[1] | 2d6+1 | 10 |
| | Hollowpoint[1] | 2d6+1 | 5 |
| | *cold-loaded*[1] | 2d6 | 6 |
| | Tracer | 2d6 | 7 |
| 10mm | Ball | 2d6 | 5 |
| | AET | 2d6+1 | 10 |
| | Armor piercing[2] | 2d6–1 | 6 |
| | Glaser[1] | 2d6+2 | 9 |
| | Hollowpoint[1] | 2d6+1 | 5 |

[1] If your target has armor or natural armor, you suffer a –1 penalty on attack rolls when using this ammunition type.

[2] If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type.

## d20 Modern Game Stats: Rifle and Machinegun Ammunition

| Caliber | Ammunition Type | Damage | Purchase DC |
|---|---|---|---|
| 5.45x40mm Russian | Ball | 2d8 | 5 |
| | Armor piercing[1] | 2d8–1 | 6 |
| | Tracer | 2d8 | 7 |
| 5.56mm | Ball | 2d8 | 4 |
| | *cold-loaded* | 2d8–2 | 5 |
| | AET | 2d8+1 | 9 |
| | *cold-loaded* | 2d8–1 | 10 |
| | Armor piercing[1] | 2d8–1 | 5 |
| | *cold-loaded*[1] | 2d8–3 | 6 |
| | Glaser[2] | 2d8+2 | 8 |
| | *cold-loaded*[2] | 2d8 | 9 |
| | Hollowpoint[2] | 2d8+1 | 4 |
| | *cold-loaded*[2] | 2d8–1 | 5 |
| | Tracer | 2d8 | 6 |
| 5.8mm Chinese | Ball | 2d8 | 6 |
| 7.62x39mm Russian | Ball | 2d8 | 4 |
| | Armor piercing[1] | 2d8–1 | 5 |
| | Tracer | 2d8 | 6 |
| 4.7mm HK Caseless | Ball | 2d8 | 10 |
| | Armor piercing[1] | 2d8–1 | 11 |

| Caliber | Ammunition Type | Damage | Purchase DC |
|---|---|---|---|
| 7.62mm | Ball | 2d10 | 4 |
| | *cold-loaded* | 2d10–1 | 5 |
| | AET | 2d10+1 | 9 |
| | *cold-loaded* | 2d10 | 10 |
| | Armor piercing[1] | 2d10–1 | 5 |
| | *cold-loaded*[1] | 2d10–2 | 6 |
| | Glaser[2] | 2d10+2 | 8 |
| | *cold-loaded*[2] | 2d10+1 | 9 |
| | Hollowpoint[2] | 2d10+1 | 4 |
| | *cold-loaded*[2] | 2d10 | 5 |
| | Tracer | 2d10 | 6 |
| 7.62x54mm Russian | Ball | 2d10 | 4 |
| | Armor piercing[1] | 2d10–1 | 5 |
| | Tracer | 2d10 | 6 |
| 9mm SP-5 | Armor piercing[3] | 2d8–3 | 10 |
| 9mm SP-6 | Armor piercing[3] | 2d8–1 | 10 |
| | *cold-loaded*[3] | 2d8–3 | 11 |
| .50in Browning | Ball | 2d12 | 6 |
| | Armor piercing[1] | 2d10–1 | 7 |
| | Tracer | 2d12 | 8 |
| 12.7x107mm R. | Ball | 2d12 | 6 |
| | Armor piercing[1] | 2d10–1 | 7 |
| | Tracer | 2d12 | 8 |

## d20 Modern Game Stats: Shotgun Ammunition

| Caliber | Ammunition Type | Damage | Purchase DC |
|---|---|---|---|
| 10ga | 00 Buckshot | 2d10 | 4 |
| | Birdshot | 2d4 | 3 |
| | Riot | 2d10 nonlethal | 5 |
| | Slug[4] | 2d10 | 4 |
| | Slug penetrator[1,4] | 2d10 | 6 |

| Caliber | Ammunition Type | Damage | Purchase DC |
|---|---|---|---|
| 12ga | 00 Buckshot | 2d8 | 4 |
| | Birdshot | 2d3 | 3 |
| | CS | 2d4 nonlethal | 12 |
| | CS penetrator[1] | 2d6 | 14 |
| | Dragon | special | 12 |
| | Riot | 2d8 nonlethal | 5 |
| | Slug[4] | 2d8 | 4 |
| | Slug penetrator[1,4] | 2d8 | 6 |

[1] If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type.

[2] If your target has armor or natural armor, you suffer a –1 penalty on attack rolls when using this ammunition type.

[3] If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type. The damage for this ammunition type includes the penalty for cold-loading.

[4] You suffer a –2 penalty on attack and damage rolls for every range increment when using this ammunition type, instead of the –2 penalty to damage when using standard shotgun ammunition.

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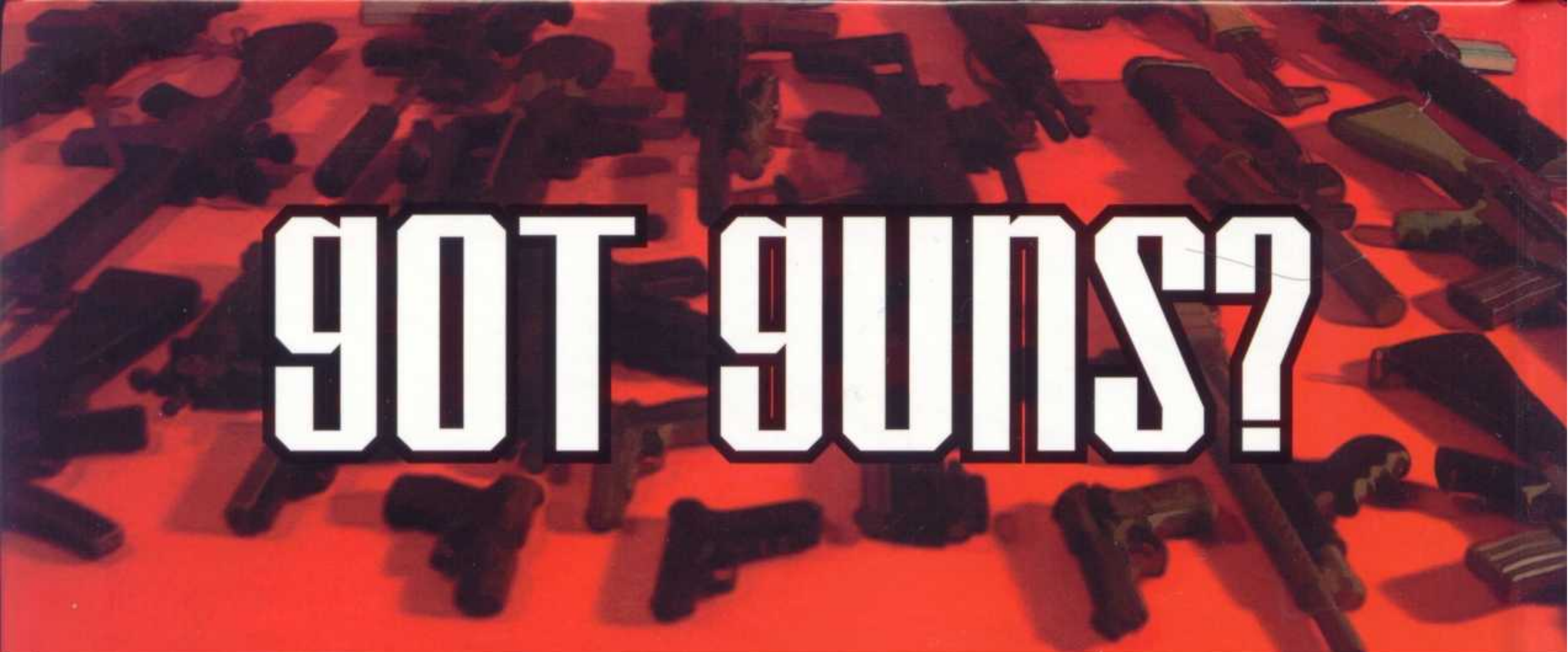
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